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APRIL '92 ISSUE 125



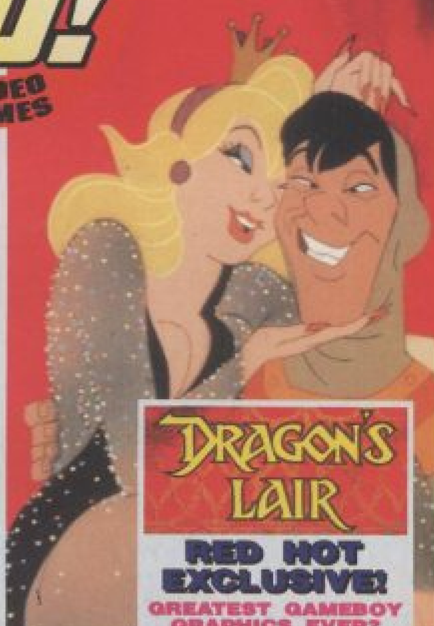
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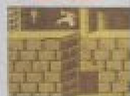
INSIDE: BATTLETOADS!
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NINJA GAIDEN! AND MORE!!

EXCLUSIVE! SOCCER BRAWL
FABULOUS FIGHTING FOOTY!!

WIN!
THE CONSOLE OF YOUR DREAMS!!









HUNDREDS OF GREAT GAMES INSIDE!

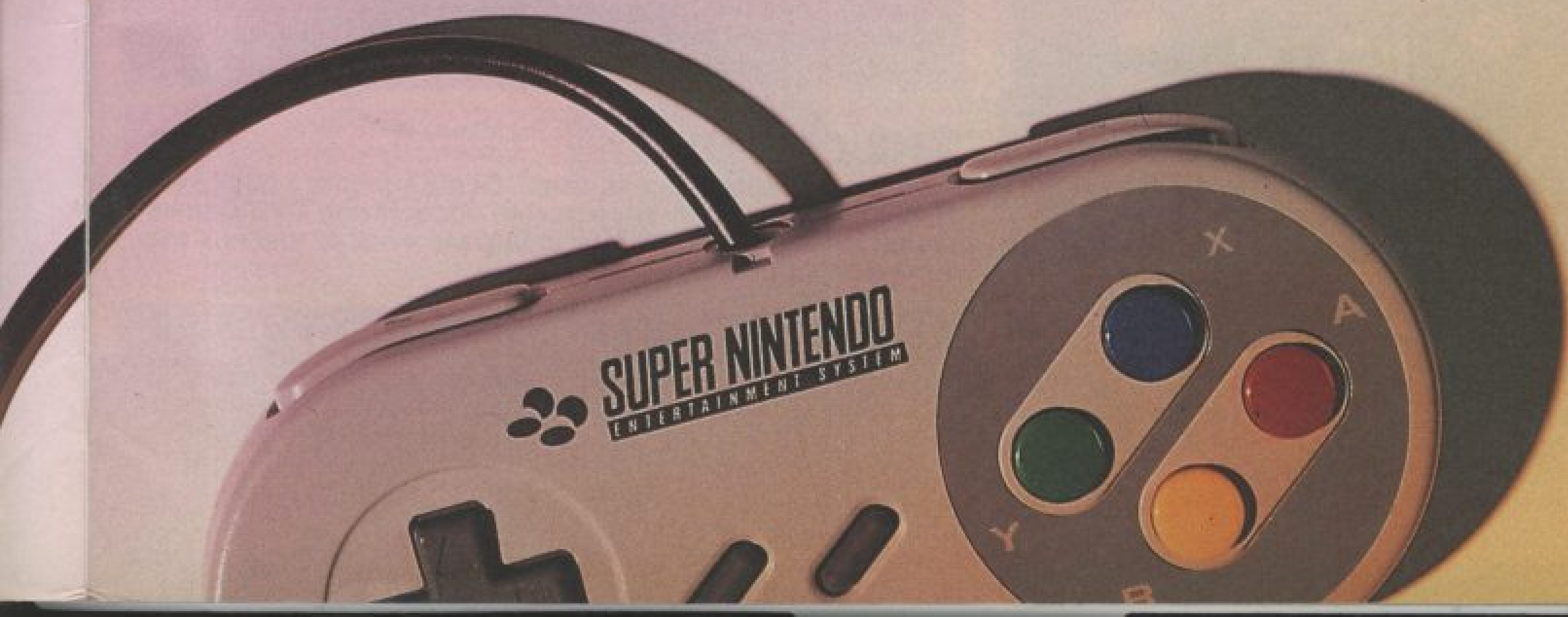
IT'LL BE WORTH

(And 32,767

The wait will be over on June 6th.

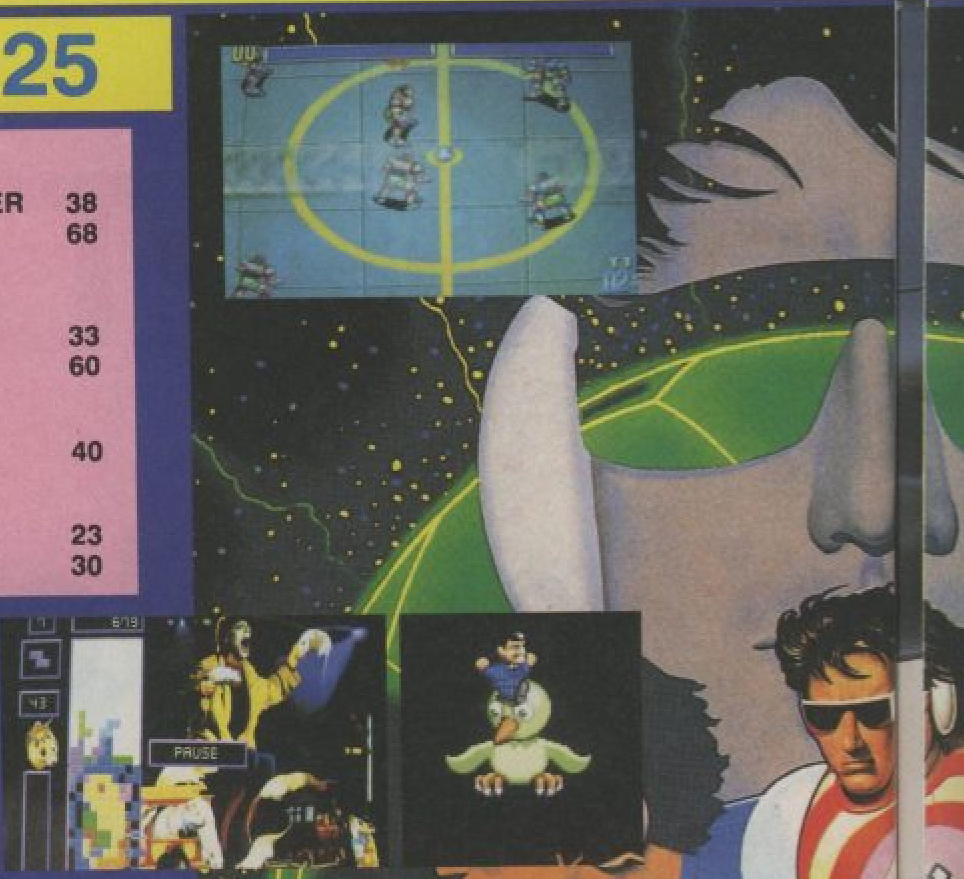
ITS WAIT IN GOLD.

other colours)



CONTE

APRIL 1992 ISSUE 125





ENTS





GO! FOR INCREDIBLE ISSUE SIX!



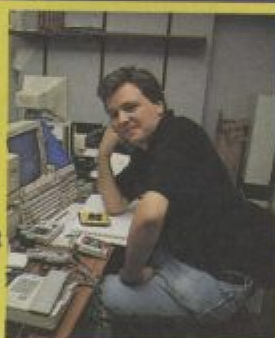




One of the most visually impressive coin-ops ever, Dragon's Lair, has been converted to the Game Boy and graces the cover of the sixth issue of Britain's ONLY magazine dedicated 100% to hand-held consoles! We've grown in size too - now there's 32 pages full of news and reviews for your tiny treat!

EDITOR
TIM BOONE

"Years ago me and my brother thought it would be a good April Fool's gag to leave a bowl of water by the side of our parents' bed. Dad woke up and trod straight in it. The water flew everywhere and he fell over. Then he went through the roof. It was hysterically funny, but I got all the blame because I was the oldest and I still think he's just waiting for his revenge..."



DEPUTY EDITOR
FRANK "SKIDS" O'CONNOR

"I once had the jolly wheeze of piercing all my mum's eggs, blowing out the yolk and filling them with jelly instead. You should have seen her face when she cracked them for our tea. She went spare when she found out, though, 'cos I'd just wasted a dozen eggs..."



ART EDITOR
JON BILLINGTON

"My best April Fool was telling Lord Emap I had five years' design experience on all the best mags in the world, when in fact I was a used scaffolding salesman from Birkenhead. He roared off in his gold-plated Rolls Royce before I had a chance to tell him it was all a joke and that's why I'm still here."

STAFF WRITER
PAUL RAND

"When I were a lad I used to tell our mam that me little brother had fallen down the stairs and things like that. She'd fall for it all the time and rush about and cry a lot. I thought it was really funny at the time and I'm only telling you this 'cos the doctor says it'll be good for my therapy..."



DESIGNER
JENNY ABROOK

"I'd only been at CVG a couple of days when sad Jon asked me what an Apple Mac was and how to use one. We spent the whole day with the machine and he was well impressed with the wonders of desk top publishing. Just when he thought he'd mastered it I decided to tell him it wasn't a Mac at all, but a pop-up toaster..."





MANAGING EDITOR
JULIAN RIGNALL

"My best April Fool was coming up with the AmigaDrive for CVG. It was a superspin story claiming you could use the machine to run Amiga software on your Megadrive and everyone fell for it - even two huge international companies who rang me up for details!"

ADVERTISING MANAGER: Jim Owens SALES EXEC: Greg "Respect" Watson PRODUCTION ASSISTANT: Matthew Walker MARKETING MANAGER: Marc Swallow MARKETING EXECS: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING SMOKELESS ZONE: CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: Colourtech, London E2 TYPESET BY: John Major and his cabinet of useless old crocks DISTRIBUTED BY: BBC Frontline ISBN No: 0261-3597. QUICKIE QUIZ: Whaddya get if you grass CVG up to your newspaper bosses? Nothing at all. HELLO TO: Mark Leavey and all the sad lads who don't believe him...

ED-FIRST

TOUCHDOWN!! Here we go with another jam-packed issue of the greatest games mag ever, stuffed solid with more gaming goodies than sad mags costing twice as much! On these very pages you'll find everything you need to know about the hottest games around, with Britain's one and only hand-held mag thrown in completely FREE! It seems like the whole world's trying to get its hands on *GO!* People phone us up and try to buy it by the truckload, but there's only one place you can get the most wicked hand-held mag on the planet - free with CVG!

Well, not content with being Number One for the last 10 years, we've decided to give you even more for your money - 'cos that's the crazy, spaced-out kind of people we are. From next month CVG grows to become the biggest games mag on the stand, and still remains the cheapest of the lot! It's the most incredible event in the history of Britain's favourite games mag, so we thought we'd tell you about it first!

Basically, the new-look CVG is the result of YOUR input and ideas over the last year or so. We've read all your letters, sifted through all your questionnaires and listened to what YOU'VE got to say. The result is so gobtastically brilliant we can hardly believe it ourselves - and we're the people doing it! Imagine CVG with more space to cram in even greater detail on all the greatest games and you get some idea what we're all so excited about. Add some of the greatest giveaways in history, together with new sections never before seen in any games mag anywhere and you have a new-look CVG of such monstrously brilliant proportions you'll wet your pants when you see the next issue - 'cos I already have and I did!

The new-look CVG is a guaranteed sellout the second it hits the stands, so make sure you get in early and reserve your copy now! At the bottom of the opposite page you'll find a form to fill out and give to your newsagent. Take it from us that this is an event not to be missed. Who knows, in a few years time it could be worth as much as CVG Issue One - and people offer me hundreds for that!

Meanwhile, the Great Giveaway begins inside this very issue. Turn straight to page 20 for details of how YOU could win the console of your choice in our Special Competition to celebrate the new-look CVG! That's right, maybe you'd like a spanky new Super NES, Neo Geo, Megadrive or PC Engine GT - well here's your chance to win one for nowt and get your name in the greatest games mag in the history of the world! What are you waiting for, dive into this gobtastic issue and just you wait for Next Month! See you then!

Tim...







Thanks to Simon O'Donnell from Hebburn, Tyne and Wear for this skill pic!

PROBOTEDITOR

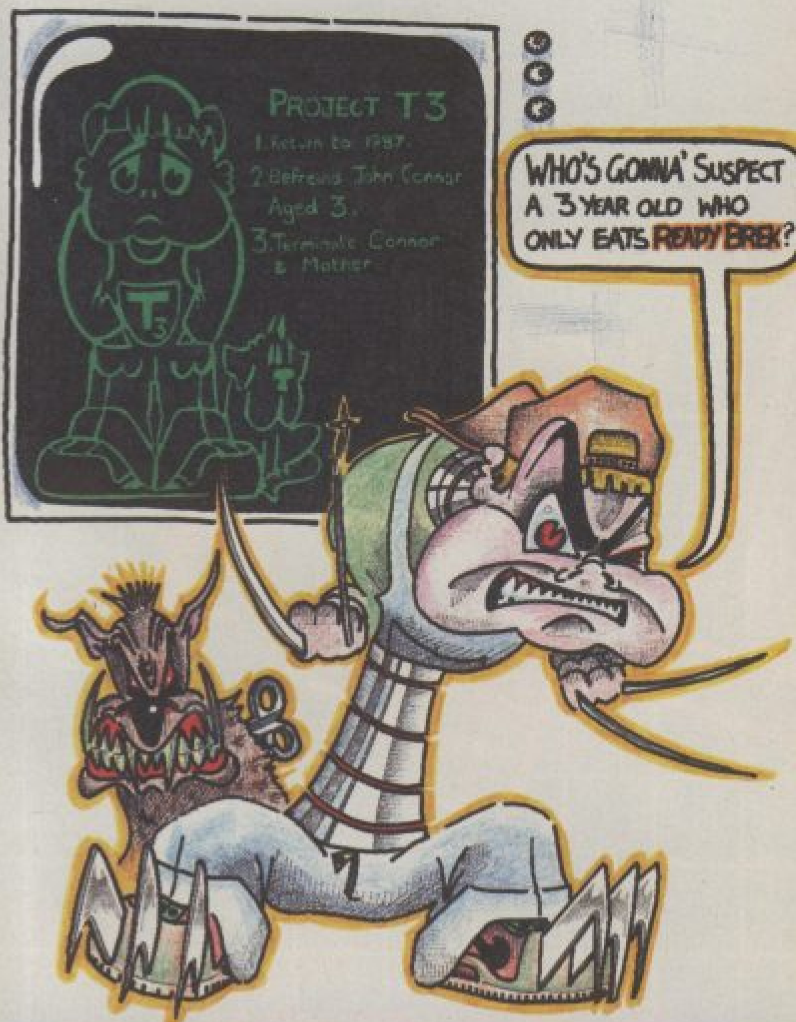


OH NO! IT'S AN ARNIE AVALANCHE!

You wouldn't believe the response we had after last month's competition to win **Arnie's T2 T-shirt!** Central London turned to Jam Land as lorryloads of entries poured into **CVG** Towers - and our cruddy old lift broke down trying to haul 'em all to the Top Floor! Judging from the moutain of envelopes this must be one of the most popular competitions in **CVG**'s 10-year history! All of a sudden Arnie's XL item has become the most cred piece of kit in the land, and the greatest games mag ever is just giving it away! Anyway, this compo has proved so popular I've decided to run it for an extra month so all those Mr Sads who missed it first time round are still in with a chance to win. In case you're the shambolic travesty of a person who doesn't know what we're talking about - this is your chance to win the actual T-shirt worn by Arnie in Terminator 2, together with a certificate to prove it's real! The prize comes courtesy of Acclaim, proud as punch of their great T2 games on Gameboy and NES! All you have to do to win is either draw your own Terminator or complete the line "I reckon I'm harder than Arnie because..." So bulge those biceps, get scribbling and fire those entries off to: **OOH! AAH! I CAN'T HOLD ON ANY LONGER! I WANT ARNIE'S T-SHIRT! COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** You can enter as often as you like, but make sure it all gets here by April 10 'cos that's when I'll be picking the spammy winner who walks off with the greatest prize ever given away by any games mag. Get to it!

Ack! It's the Termineditor! Smart stuff from Vebjorn Strommen in Norway.

This Terminator doesn't look deadly so much as silly, but well done to A.J.Price from Manchester ▼



◀ *Janssens Bart from Belgium has discovered Tim's true dwarf-like proportions!*

WHO'S A LUCKY BOY, THEN?

Here they are: the oh-so lucky winners of our recent Questionnaire **ONE THOUSAND POUNDS** software prize! You'll remember we held the Questionnaire a few issues back, and put up two hundred quid worth of free software to the first five out of the hat. Well, after fighting our way through the mountain of forms - and reading them all! - here are the five lucky winners: **Nigel Wilton**, Gateshead (Amiga); **Philip Eldridge**, Telford (Megadrive); **William Preston**, Blackpool (Amiga); **Joe Hathaway**, Cleethorpes (Gameboy); **Ben Aldridge**, Romsey (ST). We also said we'd print the names of the first hundred out of the hat, so here are the other 95 - who win nothing at all except the glory of seeing their names in the world's greatest games mag! I can't be bothered to count them, but there must be about a hundred here:

Ian Sherwin, Manchester; Edmund Lax, Rodington, Shropshire; Richard Irons, Leicester; Paul Clifford, Woodford Green, Essex; Russell France, Folkestone; Harry Brown, Romford, Essex; Chris Love, Clacks, Scotland; P. Gorbutt, Hull; Kevin Wareing, Blackpool; Tim Hale, London N4; Nicolas Kovac, Kingston, Surrey; Paul Pippard, Huntingdon, Cambs; Stephen Chisholm, Bournemouth; Lee Bennett, Bridgend, S Wales; S. Corney, Canford Heath, Dorset; Adam Shaw, Sheffield; John Harmon, Loughton, Essex; Colin Paterson, Ayrshire, Scotland; Glenn Langridge, Welling, Kent; Laurence Summers, Etwell, Berbys; James Grace, Ilkeston, Derbys; Clive Reddington, Morden, Surrey; James Choles, Brighton; Mark Green, Ipswich; Kieron Pasmore, Canvey Island, Essex; Jon Cashen, Hartwell, Northants; Wei Ping, Halesworth, Suffolk; David Bennett, Rayleigh, Essex; Chris Collins, Birmingham; Jacob McClure, Torquay, Devon; Scott Potter, Uckfield, Sussex; James Adamson, Witney, Oxon; Matthew Dixon, Ulverston, Cumbria; Nicky Grubb, West Wembley; Chris Gallagher, London SW8; David Gates, Sunderland; Alan Anderson, Luton; Stuart Reed, Guernsey; Andrew Porter, Stockport; Giovanni Cancemi, Sicily; Jonathan Wragg, Huddersfield; Rory Luthel, Sutton Coldfield; Lidsay Manning, Kings Lynn; Ruth Bancroft, Sheffield; Trevor Allen, Hazlemere, Bucks; Paul Furlonger, Dorking, Surrey; Peter Ramson, Witney, Oxon; Nick Hutchins, Goring-on-Thames; Graeme Stewart, Dundee; Paul Nelson, Stonehouse, Glos; Mark Troth, Holbrooks, Coventry; Christian Morton, Sandford, Dorset; Edward Bratley, Shrewbury, Salop; Terry Southam, Stocksbridge, Sheffield; Chris Tarr, Poynton, Cheshire; Dean Lowe, Stetchford, Birmingham; Tom Glason, Leicester; Remco Dynstra, Netherlands; George Bruin, Chigwell, Essex; Simon Hunt, Sale, Cheshire; Philip Brigg, Lowestoft; Chris Duncan, Wassenaar, Holland; Andrew Winfield, Fenton, Staffs; Stuart Rogers, Reading, Berks; Nilesh Jhalla, Leicester; Rene Ahuja, Luton, Beds; Matthew Rose, Chepstow, Gwent; William Grant, Tamworth-in-Arden, Warks; David Rees, Colchester, Essex; Matthew Jones, Barrow-in-Furness, Cumbria; Andrew Jamieson, Mickleover, Derby; Steven Jarrett, Kenton, Harlow; Craig Wilson, Leeds, W Yorks; Andrew Inkson, Bitterne; Jonathon Marrion, Thurgaton, Notts; Neil Officer, Nottingham; Alan Manson, Woolston, Warrington; Thomas Whittacker, Fulwood, Sheffield; J R Carter, Totnes, Devon

Dear Newsagent,
Please reserve me a copy of the next issue of COMPUTER AND VIDEO GAMES because it's going to be the best thing you've ever seen and I want to beat the rush when this mega-mag hits the stands on April 14!

My name is: ....

My address is: ....

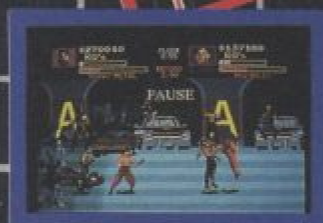
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BONE CRUNCHIN' TILE FLIPPIN' P
GHOST GOBBLIN', SPACE N
PRINCESS SAVIN S























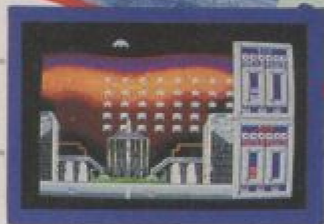
SEGA™

TENGEN

N'PAPER THROWIN' HARD DRIVIN'
E NVADIN' CANNON BLAZIN'
IN SEGA PLAYIN'...!

Master System

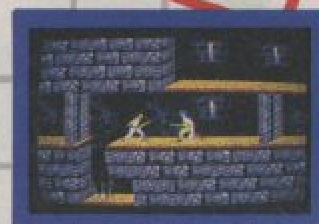
















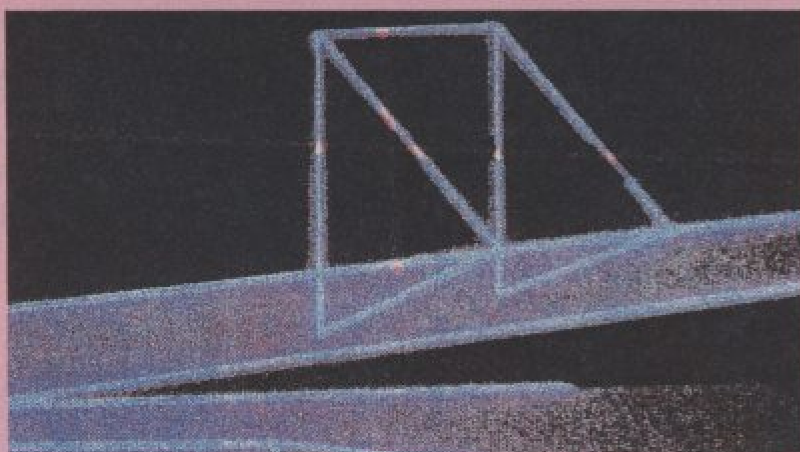




DOMARK

NEWS

SPECIAL REPORT



That pyramid thing is the entrance to the lethal Lasermaze.





A Starcarrier swoops low overhead, avoid its blasts!





HOME VIRTUALITY KIT REVEALED!

HOT! HOT! HOT! The world seems to have gone techno barmy this month, with details coming through of so much unbelievable home entertainment hardware we can scarcely believe our eyes! Top of the list must be the much-vaunted **Holostar 2000**, which finally makes an appearance after years of wild rumour and speculation across the world, and **CVG** scoops the planet yet again with the first picture of the wonder machine!





▲ The Holostar 2000's pre-production form.

For those who don't know better, the Holostar is basically the first of the new generation 64-BIT machines to feature custom polygon generation and state of the art infra-red and ultrasonic sensory equipment for a Virtual Reality experience in the comfort of your own home.

The machine features the revolutionary Holospec System (TM) with fibre-optic scanning, as used by US Navy test pilots in prototypes of the latest Fly and Forget jet fighters. The machine, researched at a cost of billions, was eventually ditched by the Pentagon after operational problems but has proved perfect for home use in the new generation of super-console.

Manufacturers IQ-0 claim they've developed such a cost effective manufacturing system that they'll be able to knock out Holostar units at a very reasonable £229 when the machine is released in this country in August. We've been given an early prototype of the machine and have been asked to point out that the finished product may look rather different.



▲ The lasergrid slips into place!



▲ The machine, with LCD headset and sensor equipment.





CVG hero Frank O'Connor is pictured playtesting the Holostar's first game, Lost In The Dark. Says Frank: "It was amazing. I didn't have a clue where I was going or what I was doing and after a while I got totally lost. You've never seen anything like it!" Full Review next issue!!

THE FIRST PC TO BREAK THE SOUND BARRIER.

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As you'd expect, the PC5286™ also offers state-of-the-art graphics with a 14" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

Terrific for business applications, but all that colour is wasted on games if you've got no sound capability.

TWIN SPEAKER SOUND

So we gave it a sound system that makes it unique.

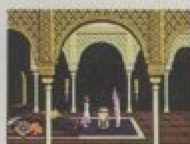
Its fully 'Ad-Lib' compatible soundcard with twin external speakers gets you closer to the action, bringing a whole new dimension of enjoyment to your PC.

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The Amstrad PC5286™ Family Pack comes with everything you need for both work and play. Microsoft Works, the market-leading integrated business software package, is included together with three of today's latest and greatest games. Also supplied are a fully featured keyboard, mouse, MS DOS 3.3™ and a precision analogue joystick. To top it all, for ease of use, the PC5286™ comes with 'Counterpoint', the outstanding user-friendly graphical interface.


LINKS


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So at an incredible £799* inc VAT, the PC5286™ Family Pack has to be a sound proposition.

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NEWS

S'NO JOKE MISSUS!

Here are a couple of shots from the fab **Winter Challenge** on Megadrive, coming your way right about now courtesy of Ballistic. If Winter Olympics, loads of snow and a tough arcade-style challenge is your thing then you won't go far wrong with this little baby! Winter Olympics should be out by the time you read this, price £34.99.



A BIT OF A BOOB

If you're the type of person who would rather play strip poker with a load of Sunday Sport stunnas than some red-hot no-brain blaster instead then the Sales Curve have got some news for you! They're all set to unleash **Cover Girl Poker** on an unsuspecting world of computer owning leches everywhere, with PC, Amiga, ST, C64, Spectrum, even CDTV versions of the game! Anyway, if your cup of tea is getting the likes of Donna Ewin to get 'em off, you know where to go. Tut tut!



MARIO DOES A RUNNER!

Oh my gawd, what's gone wrong? Where on Earth is Mario? He's gawn! It's true, folks - Nintendo's superhero actually gets lost in the first "Edutainment" package from Mindscape to use everybody's favourite little jumper!

As **CVG** heroes all know, Mindscape have bought up the license to use Mario in a wide range of home edutainment products for home computers and Nintendo consoles.

Now Mindscape have got together with veteran programmers Software Toolworks for the project, and first off the production line should be **Mario Is Missing** - in which you play Luigi searching the globe for your plumber pal! More news the second we get it...



THIS TIME IT'S PHWOOOAAAR!

OUTRAGEOUS EH? There we were, sat in the office and making fun of Frank's sad Soccer Brawl antics when in plops the latest issue of our fave Japanese games mag with nothing except girls on the cover! Not only that, but the same four lassies were spread across the centre pages in nothing but their undies! Call us boring old doobries, but we thought games mags were supposed to be about games! What's happened? Have the Japanese gone totally loopy? Have they run out of games or do they just know a good thing when they see one? Answers on a postcard please (preferably with a few pix of other near-naked ladies) to: **SLOBBER SLOBBER, I LIKE THAT CLOBBER, COMPUTER AND VIDEO GAMES, etc etc.**

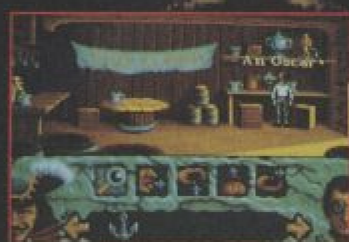


Hook™

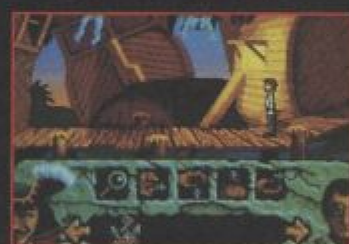
PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

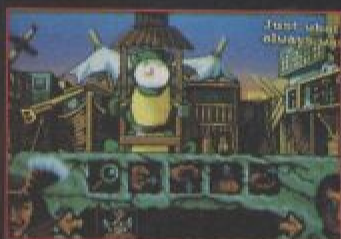
Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.











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NEWS









PLAN 9 HORROR SHOCKER!

Just when you thought it was safe to go back in the soft-shop...Gremlin Graphics don't hang abaat when it comes to scooping the big names - they're all set to unleash a home computer game based on the worst movie of all-time! **Plan 9 From Outer Space** was hailed as a masterpiece of cruddery when it was inflicted on film audiences the world over, and now you too can take part in all the C-movie tomfoolery on your 16-BIT machine!

For those of you who don't know about Plan 9, get down your local video shop and hire it now! It's so bad it's brilliant, and you'll have a hoot picking out all the crap bits time and time again! Did you know that the movie's big star, Bela Lugosi, died half way through the film and some foot doctor stood in for him, hiding his face behind a cloak all the time!

Gremlin have been beavering away on Amiga, ST and PC games of the film for some time now, and they're set for April release. Here are a few screenshots to be going on with, and we'll bring you more details just the moment we can!

WIN! ARMFULS OF FAB INDY GEAR! Courtesy of US Gold

Fancy the chance to win a veritable sackload of Indy goodies and become an overnight **CVG** hero? We've got tons of unbelievable goodies to give away, courtesy of games meastros US Gold. We've hot bags of goodies up for grabs, and it could be YOU who walks away with it.

If you're the sad space waster who isn't up to date on Indy, he's one of the computer games events of the decade - appearing courtesy of USG on every Sega Console and just about every home computer. Now he's back for more action and adventure in **Indiana Jones and the Fate Of Atlantis** - the action game and adventure - programmed by Lucasfilm and distributed by US Gold.







▲ ***Ha! It's Indiana Rand with his smart hat!***



▲ ***It's the lovely Jo with the smart...haircut!***



▲ ***Randy looks up...oh no! It's Indiana Frank!***





▲ ***Randy takes aim with his water pistol and...***



▲ ***...Frank gets very moist and excited.***



▲ ***Hurrah! Randy saves the day and all because of his cool hat!***

OK, so what do you have to do to win an Indy hat, back pack, carry bag and money belt - everything you need for Indy adventures on your doorstep? It's simple - all you have to do is write in and tell us the title of the first Indy film, scribble it on a postcard (or a sealed envelope) and wang it off to: **I WANNA BE INDY COMPETITION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**. Snakes. Why did it have to be snakes...

NEWS

SPECIAL REPORT

CD SCOOP SHOCK! CVG GRABS THE LOT!

EXCLUSIVE!! Just as CVG was going to bed (stained smoking trousers and Co-Op Yellow Label for us!) something incredible happened. Out of the blue dropped these amazing first pictures of all the greatest console goodies in the world - including the first ever impression of the long awaited Super NES CD-ROM! Our spies in Japan say these represent the very first look at all the new machines, giving you a glimpse into the future of computer gaming across the world! You just don't get any hotter than this, so here are the CVG boys with the full lowdown on each machine as known at present! Remember, you can't get your hands on them yet and they won't be around for ages, but we're so hot we've decided to tell you about them anyway. Take it away lads...

EXCLUSIVE! - NINTENDO SUPER CD

As you can see from this picture, the CD-ROM unit for the Super NES is one spanky looking piece of kit, stylishly designed to sit underneath your Super Nintendo. But what sort of punch will the wonder machine really pack?

Rumours abound of the capabilities of the Famicom CD-ROM unit. The top secret tech specs have recently been sent to developers and the news is excellent. The machine will have all the benefits of a Philips CD ROM drive as well as a huge RAM cache (fast loading with no lag).

Best of all is the inclusion of new graphics hardware. This definitely includes sprite scaling and rotation (at present the Fammy only does this with backgrounds), but most importantly a polygon chip. This means that the Fammy or SNES will be capable of smart flight Sims and 3D games.

The audio capabilities are gobsmacking. The Fammy already uses CD quality samples but the CD means that speech and real instruments can now be incorporated. Pricing looks like a big plus too: when launched in America the machine is expected to sell for $199 - that's about £130!

So now all you prospective Super NES owners know what the CD unit will look like and what it's capable of. Are your trousers still dry? What's wrong with you!



▲ The lovely, sexy, Super CD



▲ JVC's all in one unit!





Smart animation is one of CD ROM's advantages ▼

EXCLUSIVE! - JVC MEGA CD

Sega developed the Mega CD in conjunction with JVC. As part of the deal, JVC are allowed to release a combined Mega CD/Megadrive unit. In a sleek plastic case, this is certainly more aesthetically attractive than the Sega setup. It will be totally compatible with both cartridge and Mega CD software and will hopefully come in at a low pricepoint, definitely under 300. Worth a look if you've got neither a Megadrive nor Mega CD and want to splash out on some seriously spanky kit!

NEWS



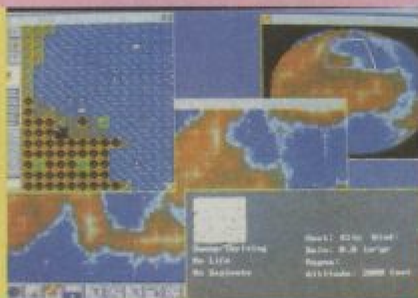
▲ *The Philips CDI is looking good (if dull).*

EXCLUSIVE! - PHILIPS CDI

The Philips CDI is set to be the new standard for CD units. It has a lot in common with Commodore's CDTV, but is technically far superior. There are no firm details on the machines full specifications as yet, but 16 Bit oversampling, live video and a host of extra editing features look very likely. The machine is aimed at home users for education, entertainment and reference purposes and a lot of people are backing this little filly as the future of home entertainment. Mmm. The initial CDs will include encyclopeadia, games and educational software - so now yer know.

EXCLUSIVE! - SONY PLAYSTATION

This looks like the sad lad of the pack. This hybrid of a Famicom and a nonstandard CD unit looks set to have the same awesome success that Sony's Betamax format had. Ace it ain't. It will be able to run Fammy carts, but not the CDs. Sony have pledged to support the new format; but from what we can gather that's about all.

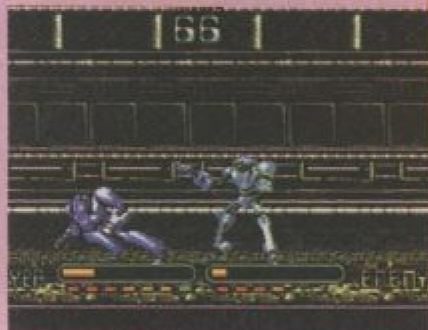




The sad Sony Playstation may get left by the wayside. ▶



◀ *Sony's smart Data Discman!*



▲ *Heavy Nova on the Mega CD.*

WELL THERE YOU HAVE IT, BRIAN...

So there you are - the look of all the upcoming CD goodies revealed together with a fair few tech specs to boot. Can't say fairer than that, John! Which do you reckon is best and why? Drop us a line at: **CD SURVEY, CVG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** We'll print a selection of your best letters and award free software to the top of the lot. Get going!



▲ *Sol Feace on the Mega CD.*

▼ *Heart of China on the PC CD ROM*







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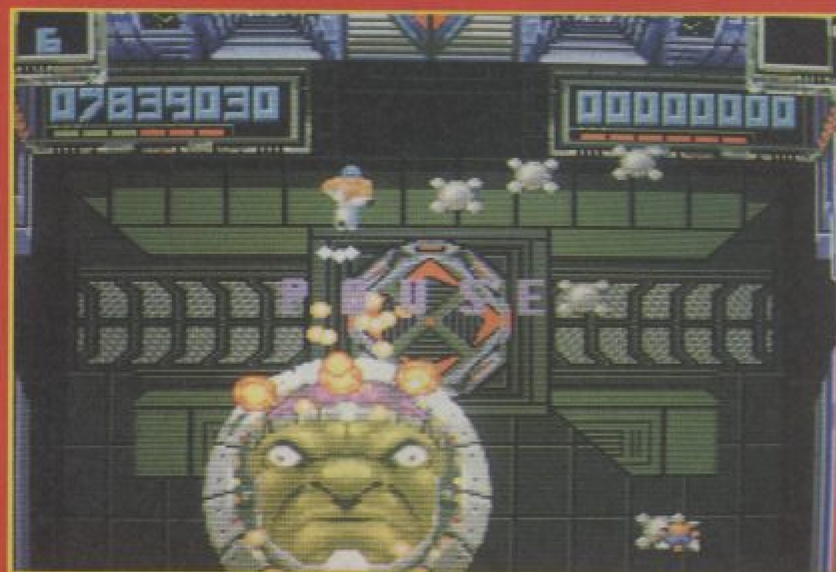




To start the ball rolling we've decided to start as we mean to go on with a compo so gobsmackingly brill you won't even believe it's happening! How would you like to own *THE CONSOLE OF YOUR CHOICE* in the great CVG New-Look Giveaway!

Basically, the way CVG looks is going to change - it'll be ultra-cool, super rad and will blow every other mag away! How will it look? You'll just have to wait until next month to find out, but in the meantime how about having a go yourself?

On the opposite page you'll find an empty CVG Cover just waiting for you to fill it! In the top left corner you'll find our brilliant new logo and CVG's famous Chevrons, but that's all - the rest is up to you! Try to guess what you think you'll find on the cover of our incredible May issue - and then draw it on! You can draw whatever you like, but remember we only deal with the hottest games and the biggest names - 'cos we are the greatest after all! So get out your drawing stuff, scribble away on that cover, tell us which Console you'd like to win and fire your incredible entry away to: *I CAN'T WAIT TO SEE THE NEW-LOOK CVG! COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.* Remember, get those entries in to us by April 14 - 'cos that's when the real thing hits the streets and life will never be quite the same again!



Jon the art geezer sez:

REMEMBER, KIDS USE LOTS OF BRIGHT CRAYONS LIKE WHAT I DO, BUT DON'T MAKE THEM TOO GOOD AS TIM MIGHT GIVE YOU MY JOB! (THANKS TO IAN CUMMINGS FOR THE PIC!)





SMALL PRINT: Incredible, eh? The console of your dreams! It's such a fab prize you can only enter if you're nothing to do with EMAP and your name isn't Paul McPherson from Stoke Newington because he's the saddest Yobline caller in the history of man. Remember the Editor's decision is final and don't bother phoning up to find out how you're getting on or Paul will go on for ages about the state this country's in and how it's all Neil Kinnock's fault.

REVIEW

PC ENGINE £35
BY HUDSON SOFT

Lordy, lordy! It's Ninja Gaiden! This game has turned up in quite a few guises over the years. The arcade game was released over here as Shadow Warriors and the home computer versions were faithful to the coin-op, but the NES version was totally different. This is a conversion of the NES game, but with souped-up graphics and groovier sound. The game has a long and fairly involved plot as you seek revenge for your murdered father and try to gain the affections of a saucy girlie. To do this you have to make your way across a hazard infested Japan. Through cities and countryside you roam, but in every location you have to do just one thing...kick ass!

NINJA GAIDEN

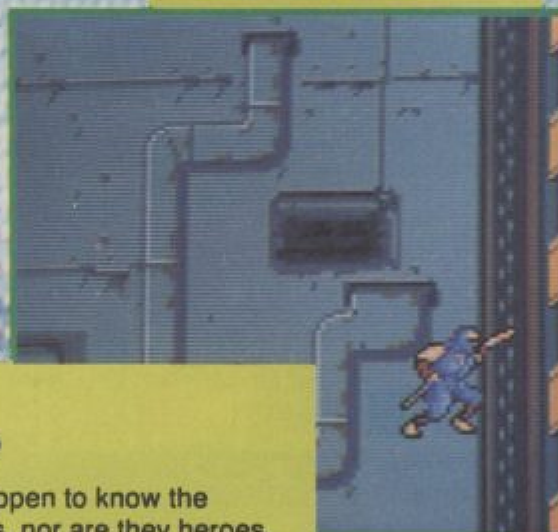
SUPER SWORDS 'N' STUFF



You're armed with a Ninja sword - sharp as hell, very fast and perfect for those close encounters and if you don't like hand to hand fighting you can pick up a range of throwable weapons, mostly shuriken. Your jumping and climbing abilities are unrivaled and you can cling, spiderlike, to almost any surface. The baddies generally use weapons including knives, bombs and machine guns. So, it's special Ninja underpants time again as you use the ancient arts to save the Universe!

ARCADE ANTICS

The original arcade game was nothing like this. It had more in common with Double Dragon than with Shinobi. Called Shadow Warriors here in Britain, Ninja Gaiden failed completely to take the arcade world by storm. This version has more emphasis on platforms than fighting. The NES version was all but identical to this, right down to the smart intro screens.

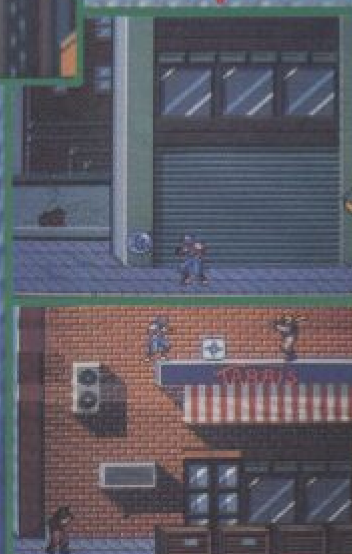


Mr Gaiden's ▶ just hanging around...

JUST WHAT IS A NINJA EXACTLY?

Well I'm glad you asked, 'cos I just happen to know the answer. For a start they're not warriors, nor are they heroes. The Ninja were the lowest class in feudal Japan, ranking even lower than beggars. They were widely despised for their total lack of honour or self respect. Ninjistsu isn't really a martial art - it's a combination including most importantly, Shinobi-jitsu, the art of stealth. So there you have it, the Ninja were a bunch of fairies with lovely black hats on!

Grab the bubble for a smart power-up! ▼



HOW HIGH CAN YOU TRY?

The Ninja in this game, let's call him Kev for want of a better name, has some rather neat abilities. For one thing, he is great at climbing. He can use his special Ninja claws to cling to even the smoothest surface. Sadly though, Kev can't climb straight up and must use his awesome jumping powers to scale any heights. This means you can't go straight up a wall, but you can scale it if another wall is opposite, by leaping back and forth between walls. Dead handy.



The PC Engine has a whole load of fabby platform related beat 'em ups but this is sufficiently different to merit a further look. Graphics are at first a little dull, but they improve rapidly as you progress through the game with each level becoming more colourful and detailed than the last. One niggling irritation is the special comedy scrolling. This is a truly abominable piece of programming as the foreground smoothly slides by, the background judders and shakes its way past. The music is remarkably unspectacular for the otherwise funky Engine, but the chopsocky tunes suit the game well enough. The clever climbing abilities of your Ninja sprite are ruined a bit by the iffy control method, but it's not too bad. There's no doubt that this is playable. It's great fun and very, very difficult. The frustration builds, but it only makes you want another go. The range of weapons available is enormous and the use of magic potions and recipes adds to the fun. Buy it if you're after a Shinobi-style romp, but fans of the arcade game will be gravely disappointed.

FRANK O'CONNOR

NINJA MAGIC!

Your Ninja has learned the black-arts of Ninja Magic. He can use this by collecting the right tokens. These are hidden in objects which are scattered across the landscape. Slashing these with your sword reveals magic tokens and when you collect the right one, you'll be endowed with a top secret power. It could be invincibility, it could be flaming Ninja fire, you'll just have to wait and see!



▲ Oi! Mr Bee! Buzz off.

▼ Get the round, mate.



PC ENGINE	
GRAPHICS	85
SOUNDS	86
PLAYABILITY	90
LASTABILITY	90
OVERALL	89

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REVIEW

TEENAGE MUTANT

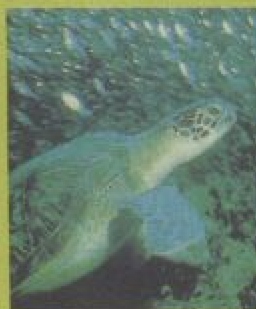
NES **£39.99**

BY KONAMI

They're hard, they're happening and they're right here for you to read all about 'em! They're the Turtles and the Battletoads - and the greatest games mag ever scoops the universe once again to grab 'em both for a double Exclusive review spectacular! So if you're a canny console hero and want to know which amphibious superhero you ought to be playing with, this is the place to be. Take it away boys...



Get your thinking gear around this one: first there's Turtles on the NES, then there's Turtles in the arcades. Then there's Turtles 2 in the arcades and now there's Turtles 2 on the NES, which is actually Turtles 1 in the arcades. Makes perfect sense really. This conversion of the Konami arcade machine is by Konami themselves, so they ought to know what they're doing. The game is a horizontally scrolling beat 'em up for one or two players which owes a lot of its style to Double Dragon and games of that ilk, but is actually a lot faster and more frantic than most of them. Take control of your favourite Turtle, be it Raphael, Michaelangelo, Donatello or Leonardo and prepare for some pizza-powered action!



Admit it, NES owners - you weren't exactly over the moon with the first Turtles game. This sequel though is thankfully a top notch rendition of the coin-op. Konami have successfully managed to cram almost every single feature of the massive arcade game into one tiny NES cart. The gameplay is dead simple and extremely satisfying - walk along and knock seven shades out of an assortment of baddies. The coin-op graphics have been reproduced very faithfully - it's hard to believe an NES can actually produce visuals of this quality and sound is cool as well, featuring all the arcade tunes and a selection of thumping sound effects. The game plays like a dream. In one player mode it's a treat-filled scrolling beat 'em up, but with a mate it's totally fab. This has to rate one of the most accurate arcade conversions on the NES so far and a pat on the back to Konami for a job well done.

FRANK O'CONNOR



A LITTLE PIZZA THE ACTION

The Turtles' favourite food is not as you'd expect, plankton or water lilies, but Pizza. Yup, stodgy, cheesey, smelly Pizza. Fortunately for the Turtles, if they eat slices that appear at various intervals, they regain lost energy. Sadly though, bits of Pizza are few and far between and there's fierce competition to get to them first.



▲ *What a load of balls!*



◀ *Shredder watches as you kick ass!*



THE SAD, SAD SEQUEL

Appearing in the arcades as you read this is Turtles 2, Turtles In Time. This is a poor, sad, low quality sequel if ever there was one. Looking more like an ST game than a state of the art coin-op, it judders along like a shuffling old woman. The game sees you and your fellow Turtles travelling through the mists of time in, strangely enough, another beat 'em up.

NT HERO TURTLES II

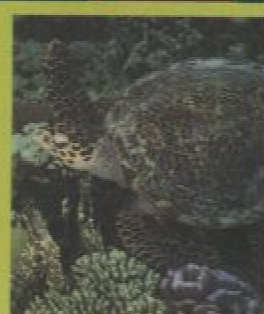
REVIEW





▲ *Is this baddie Be Bop or Rocksteady?*





Everyone's been holding their breath for aaaages for Turtles II on the NES - and now it's finally here! Unlike just about everybody else I wasn't the greatest fan of the Turtles coin-op. It was good for a few goes, but the excitement wore off quickly and there were other goodies to go for at Johnny Silver's Arcade Emporium. It has to be said that the NES conversion is excellent and I've been playing it a damn sight more than its arcade daddy! Graphics are big and bold, with fab main sprites of all four half-shell heroes doing what Turtles do best, and sound is pitched just right for the action. Initially Turtles II is a treat and a half, but eventually its shine does wear a little thin and the repetitive gameplay becomes a bit of chore. Recommended if you're one of those people who's still pumping his change into the machine or you're completely nuts about the Turtles themselves, otherwise have a good look at Battletoads (reviewed over the page!) before deciding where to splash your cash.

TIM BOONE

TOOL UP YOUR TURTLES



Everybody knows who the Turtles are, but here's a brief rundown for sad thickies who just crawled out of suspended animation and don't know anything about them. Raphael uses Sai, sort of blunted knives, while Donatello uses the Bo - a six foot staff. Michaelangelo is a top Nunchaku expert while Leonardo uses a devastating twin-sword technique to put paid to anyone who's giving him a bad day.



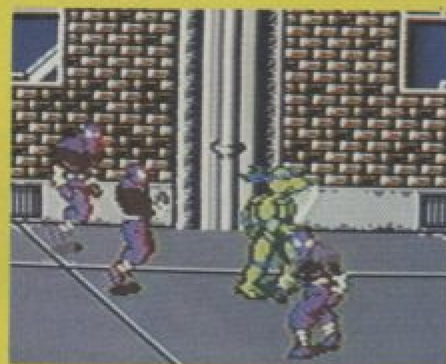
So which turtle do you pick to kick some behind? All have similar skills, yet each uses a different weapon. The actual differences between characters are minimal, but you'll probably feel at ease with your fave. All you have to do is reach the end of each level and destroy the big boss lurking there. Your ultimate adversary should be the Shredder, but Krang is always lurking in the shadows. The Foot clan are armed and dangerous, but your skill and top reflexes are more than a match for them. Go for it.







▲ *It's a flying Turtle!*



Leonardo does a runner! ▲



THE ORIGIN OF THE TURTLES

Apparently, the Turtles were created when some kid flushed his pet turtles down the bog. They ended up in the sewer, along with some toxic nuclear waste. This nuclear filth mutated them beyond recognition and they developed the power of speech as well as their tremendous size and strength. Taught by a similarly mutated rat, they develop Ninja skills. Remember this is all a load of old codswallop, so don't try eating nuclear goop at home or you'll just die and won't look very hard at all...

NES	
GRAPHICS	90
SOUNDS	87
PLAYABILITY	87
LASTABILITY	88
OVERALL	88

REVIEW

NES £39.99

BY TRADEWEST

What's lean, green and totally mean? What amphibious creature has mastered the martial arts and learned the secret skills of Ninjitsu? Nope, it isn't the Turtles, it's the Toads! These guys are even harder than the Turtles although admittedly not as handsome. Tradewest's invention already has its own cartoon series in the States and looks set to take the world by storm. The Toads are all named after teenage skin disorders, their names are Rash, Zit and Pimple. It's dead obvious that they're a parody of the Turtles, but the emphasis is on comedy rather than action. The main villain of the piece is a lovely, yet strangely cruel lady, the Dark Queen. This rather saucy vixen has kidnapped Pimple and his girlfriend Angelica. It's up to you, as either Zit or Rash to go get them back before her Royal Darkness does away with Angelica and has her way with Pimple. The game is very similar in structure to the Turtles game, but there are as many differences as there are similarities. The basic Double Dragon style of play has been enhanced with the addition of a major platform element. There are also special levels, such as the speeder bike section where the gameplay alters radically. Check it out!





Here's a bunch of guys to rival the Turtles for sheer side-splitting comedy. The Battletoads aren't exactly original, but they are funny and they do make for a fun game. Rare, the company who designed the game have been responsible for some of the greatest NES titles ever and this is no exception. The gameplay borrows style and ideas from all over the place and it works a treat. The one player game is challenging and fun, but with two pals on the pads it's a laff riot. Graphically, Battletoads makes the NES do backflips. Packed full of colour, smooth scrolling and with some of the funniest animation ever. The music is good, right down to the funky drumbeat that plays when you pause the game. The presentation merits a special mention. There are absolutely tons of intro screens, all brilliantly drawn and animated. The story is funny, the characters are hilarious and the game itself is totally excellent. If you want a good alternative to the Turtles game, then this beats it by a mile. Probably the best beat 'em up available on the NES and certainly one of the best looking games for absolutely ages.

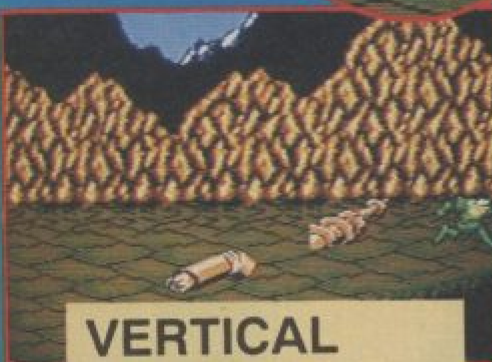
FRANK O'CONNOR



Give 'em ▶ some stick!

ZIT, RASH AND PIMPLE

There are only three Battletoads, presumably because they're a good bit harder than the Turtles. They are all possessed of smart martial arts skills. These can be further enhanced by picking up weapons dotted around the landscape, including bits of destroyed robots and even feathers. It's a bit harder than it sounds though, as the weapons are often difficult to use.





Thwack! ▲ Take that, boyo!

VERTICAL MADNESS

The second level is a real nightmare, where you have to descend a chasm, knocking out and avoiding baddies as you climb. Your rope isn't all that sturdy and the scissor beaked birds will try and cut your life short. This section requires skill, daring and a fair bit of luck. Even worse, if you continue you start from the top of the chasm again.

BATT... TOA...

Ooh! It's um, it's ▼ a long-legged chap!



▼ Toadally awesome



TLE
ADS



We first saw Battletoads months ago, when the Turtles phenomenon was still very much in evidence. Now that fad has passed, leaving room for Rash, Zitz and Pimple to move in - and haven't they just! This is one fine NES game for which the player will have to use all his gamesplaying skills if he wants to get anywhere near the end! Battletoads is just so well put together, from the amusing and excellently presented still screens to the in-game sprites and backdrops. There is some really funny animation. For instance, when your Toad lays into a baddy his fists and feet swell to immense proportions to deliver the final, crushing blow - a brilliant touch. Music and sound matches the graphical quality, with a host of fitting tunes and thumping spot effects. There's even a ditty when you pause the game! All these touches, coupled with the wickedly addictive gameplay that's had us glassy-eyed in front of the NES, makes this one cart that you'd be toadally off your skull to miss!

PAUL RAND



END OF LEVEL AWESOME-NESS



The end-o-level bosses in Battletoads are excellent. You only get to see a little bit of it as it creeps onto the screen. The look of horror on the Toad's face as it takes a butchers is a sight to behold. You then see the action from the baddy's point of view, as he tries to off you with a laser cannon. You have to lob rocks at him, effectively towards the "camera". It looks great and is a very novel touch!

▼ *Cor, it's Toad World and no mistake!*



SPEEDER BIKE BONANZA

The Toads are very adept motorcyclists and they get the chance to prove this as they hurtle along on gravity defying mopeds during the game. This section calls for split-second timing as you avoid brick walls and leap over huge chasms. You can't slow down on these things, so you'd better have sharp reflexes if you want to avoid a grisly and instant death.



NES	
GRAPHICS	92
SOUNDS	89
PLAYABILITY	90
LASTABILITY	91
OVERALL	91

GAMES FAN OR

The CVG boys are the tops when it comes to games fun and frivolity, but what about YOU! Are you Mario mad or just plain sad? Does Kick Off turn you loopy, or is your gaming simply poopy? Well, Here's your chance to find out with the incredible quickie quiz! It couldn't be easier to test your computer and video games knowledge. Just read each question in turn and from the three categories the one which you think fits the bill. Make a note of each choice then tally up your score at the end and refer to the handy chart to discover whether you're Rad, Bad or Sad. Have fun!





1. While playing a hot new cart on your Megadrive, the electricity supply is suddenly cut off. Do you:
a) Invite your family to a relaxing game of cards;
b) Rush round to your friend's house to continue play on his console;
c) Spike your hair, paint yourself blue and run around the house stealing your mother's rings.

2. It's been twenty minutes since you joined the bus queue and there still isn't one in sight. Do you:
a) Shout a lot and stamp your feet in anger at the shambles which is public transport;
b) Give it another five minutes - it's bound to be along soon;
c) Whip out your pickaxe and dig a tunnel in the road in order to collect the diamonds hidden underground.

3. The day of your driving test is here and you're sitting in the car, about to join the oncoming traffic. Do you:
a) Panic and stall the engine;
b) Correctly judge speed and distance and join the traffic with no problems;
c) Veer sharply to the left to join the stunt track, do a loop-the-loop, jump across the broken bridge at 100mph and laugh like a loony as you smash head-first into the concrete.

4. Saturday arrives and Mum grabs you by the ear and drags you off to the clothes store in town. Which outfit do you choose?
a) A pair of purple bell-bottomed trousers and a flowery tank top;
b) A pair of jeans, white tee-shirt and LA Gear trainers;
c) A pair of red dungarees, a peaked cap with a big "M" on the front and a little black moustache.

5. Your parents finally give in and let you have that pet you always wanted. Do you choose:
a) A hamster or gerbil.
b) A cat or dog.
c) A robotic cod which can stretch its body, hang onto the ceiling and jig about from side to side.

6. Jehovah's Witnesses are knocking on your door. Do you:
a) Invite them into the house, offer them a coffee and talk about God;
b) Hide behind the settee until they leave;
c) Paint yourself green, strap a dustbin lid to your back and hit them over the head with a broom handle.

7. It's party time and you are asked what kind of drink you'd like. Do you choose:
a) A small glass of orange juice;
b) A cheeky glass of white wine;
c) A small phial of strength potion to give you enough power to crush the lizard king on level three.

8. Walking along the street, you accidentally trip on a manhole cover. Do you:
a) Race to the nearest phonebox and ring the council to complain;
b) Dust yourself down, shrug your shoulders and continue on your way;
c) Remove the cover, jump down the manhole and collect the spinning coins hidden down there to receive the secret extra life.

9. Playing for the school football team, you find yourself in possession of the ball in the six-yard area. Do you:
a) Go all floppy, giggle a bit and kick the ball into orbit;
b) Launch a stunning volley, causing the keeper to pull off a cracker of a save;
c) Set the other team at Division 4, then run over the legs of an opposing player and score an easy penalty.

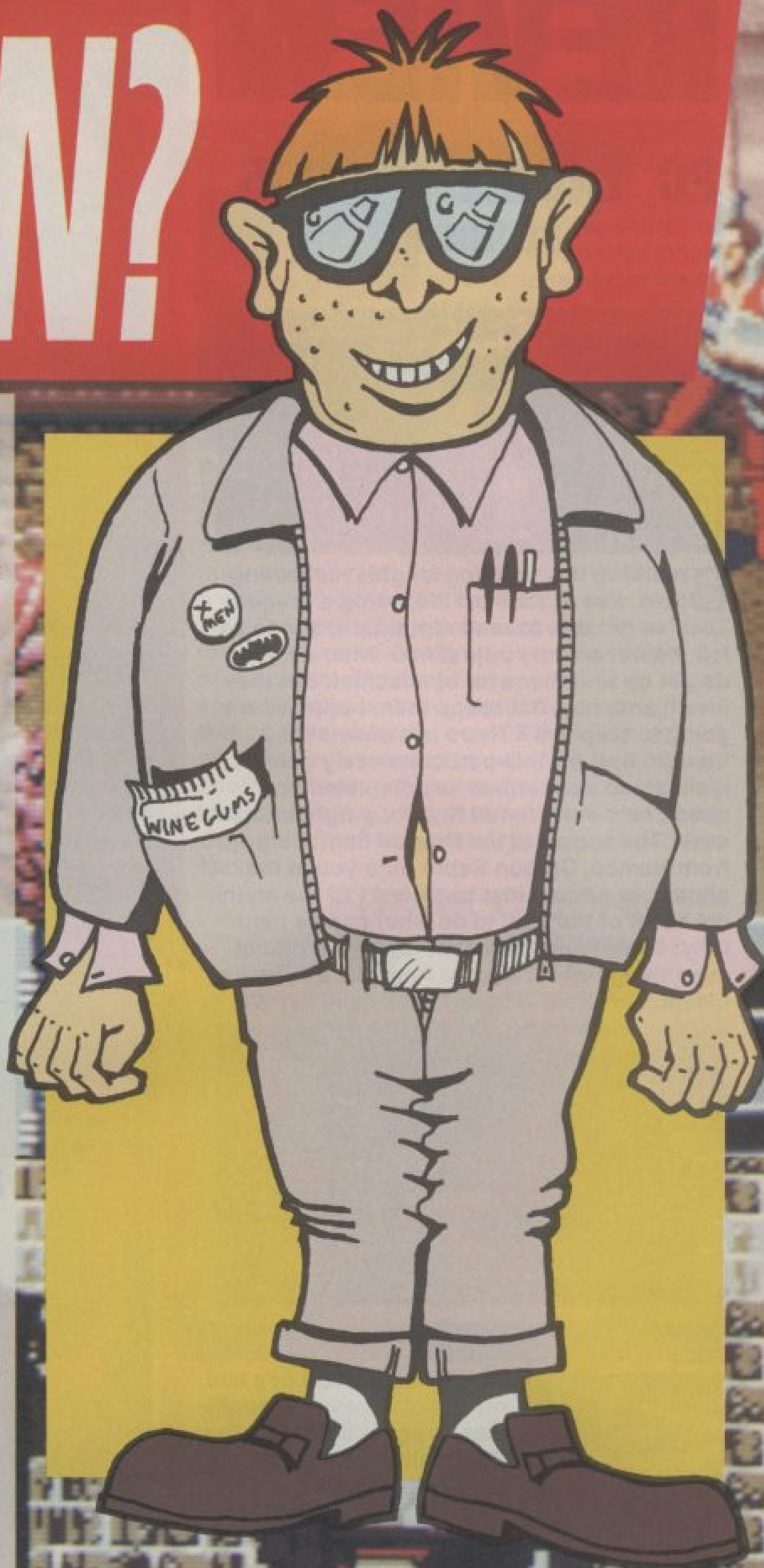
10. The wrestling is on the telly and your favourite fighter is being slaughtered by the baddy. Do you:
a) Switch over and watch Open University;
b) Swear at the TV and throw popcorn at the screen;
c) Smear paint on your cheeks, remove your trousers and perform a sleeper hold on your little brother.

11. The love of your life finishes with you and decides to go out with your so-called best friend. Do you:
a) Become all depressed and cry into your pillow;
b) Shrug your shoulders and get on with your life - there's plenty more fish in the sea;
c) Get the local wizard to turn you into a monkey and spit magic balls at your cheating chum.

12. There's one seat left on the train and you're desperate to get to it before the fat old bloke in front of you. Do you:
a) Let him have it - he needs it more than you anyway;
b) Race past him and leap into the seat 'cos you're quicker than he is;
c) Put on a leather jacket, remove one eye, and shoot him with your Uzi 9mm.

13. You're about to leave the house to start your paper round when you notice that someone has stolen your bike. Do you:
a) Sulk around the house for the rest of the day;

SAD MAN?



b) Ring the police, inform them of the theft and carry on as normal;
c) Transport yourself to another world and retrieve your cycle by throwing whirlwinds at the inhabitants before challenging them to a race.

14. You're off to sunny Spain for your hols when suddenly the pilot of your airplane falls ill and is unable to fly. Do you:
a) Cack your trousers, hide under the seat and pray;
b) Sit back and enjoy the flight - the co-pilot is more than able to continue the journey;
c) Rush to the cockpit, sit down and press "P" to stop the plane and consider your options then fly through the mountain with the dodgy polygons.

15. A newsflash on TV warns that a gorilla from the local zoo has escaped. Do you:
a) Lock all the doors and hide under the bed until it's captured;
b) Continue as normal - gorillas are timid creatures and it will probably be hiding in the woods;
c) Put on your red dungarees and the peaked cap with the big "M" on the front and climb up some scaffolding, dodging rolling barrels and jumping over drums full of burning oil.

16. You nip out to the toilet and return to discover that the dog has eaten your supper. Do you:
a) Kick the dog across the room - that'll teach him;
b) Scold the animal and ask Mum for something else to eat;
c) Chop the dog in half with your +8 Flaming Sword of Dobber, then read the magic scroll and perform a Bless spell.

17. The school bully has his sights set on you! Do you:
a) Tell him that all bullies are cowards;
b) Keep well out of the way - you don't want any trouble;
c) Remove your shirt and swallow a power pill before performing a roundhouse kick and whacking him over the head with a beer barrel.

18. It's your turn to go to the shops for Mum, but it's pouring with rain outside. Do you:
a) Bully your little brother into doing the chore;
b) Mumble under your breath but do as you're asked;
c) Dye your hair green and jump off the top of a cliff before blowing up all your friends.

19. Oh no. It's exam time and you haven't done any revision. Do you:
a) Write all the answers down on a small piece of paper and slip them into the barrel of your pen in order to cheat;
b) Use what little time you have left to frantically read your notes and try to scrape a pass;
c) Put on a black balaclava with pointy ears on top and a cape and push the examiner into a vat of toxic chemicals.

20. Your favourite programme is on the telly but Dad wants to watch the boring old horse-racing. Do you:
a) Stomp out of the living room and cry to your Mummy;
b) Go to your room and watch the show on your own set;
c) Put on your sister's red leotard, stick yourself to the ceiling and throw cobwebs at Dad until he's stuck to the seat, allowing you to switch over and watch in peace.

HOW DID YOU SCORE?

Check your score and find out how you fared!

A - 1 POINT **B - 2 POINTS** **C - 3 POINTS**

UNDER 30: *Oh dear. You are a person of little if any knowledge of gaming. In fact, you're probably reading this in the newsagents, having accidentally selected this magazine instead of your usual copy of Diesel and Electric Tram Monthly. The only thing to save you from gaming obsurity is a boxful of consoles, an eight-year supply of CVG and a sudden sharp blow on the head.*

30 TO 50: *My, oh my. What a vision of averageness you are. If you have a girlfriend, she's probably called Jane. Luckily, you aren't too far away from becoming a hot games freak - so why not try a new Amiga or a couple of hand-helds, along with a regular dose of the world's greatest games mag.*

OVER 50: *Unbelievable! If a man stopped you in the street and asked for change for the phone, you'd probably eat a mushroom, grow to twice your normal size and jump on his head! You're a Games Fan and you're fab! Don't ever forget to get your copy of CVG though, otherwise you may begin to dribble and wear your underpants on your head...*

REVIEW

PC ENGINE £35

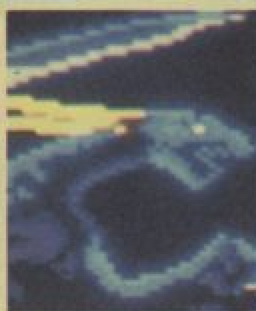
BY NAMCOT





Breathing fire, toasting knights, collecting gold. Eee, it's a hard life, being a dragon. They've got one baaaad reputation, and to be fair it's not entirely unjustified. After all, they do get up to rather a lot of mischief. But they love it and, hey, if it keeps them happy who's going to stop 'em? There is a downside, though. And for this particular scaly geezer it's that, no sooner has he completed one quest, he's summoned to swoop right into another.The sequel to the Dragon Spirit coin-op from Namco, Dragon Sabre puts you in the shoes - or should that be talons - of the mythical beast of the title, to do what comes naturally; fly through level after level, wiping out everything in your sights. And that's it, really - nice to see these dragon types have morals.



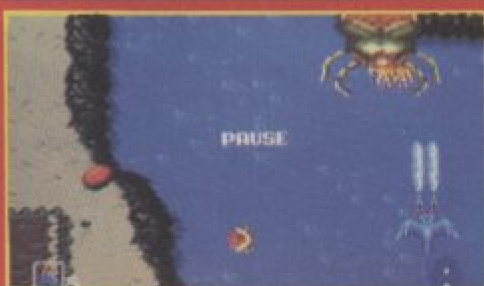


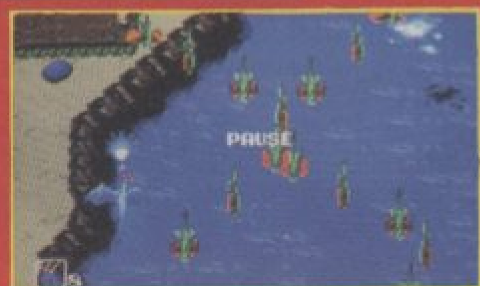
I'm obviously a bit of a sad man, but I never thought that Dragon Spirit on the PC Engine was a particularly engrossing game. After all, there are hordes of shoot 'em ups doing the rounds on the machine, the brill Gradius and R-Type being just two, so it was always doomed to relative obscurity. Now here's the sequel and there's little, if any, difference between this and the original. In actual fact, the graphics don't look quite as good as those in Spirit, being slightly blockier. Sound is a bit of an annoyance too, although some of the tunes are quite listenable. As for the game itself, well. Been there, done that, read the book, ate the jelly mould figurine. Simple, up-the-screen blasting fodder at its most mind-numbing, with nothing to make Dragon Sabre stand out from the crowd. If you're a big fan of the original, or a lover of dragons, then you might like to give it a whirl. But I think I'll pass, thanks.

PAUL RAND

FLAMING NORA!

So you start the game with a piddling burst of flame which wouldn't toast a slice of Mother's Pride. Luckily, those silly enemies have left power-ups around the playing area for you to pick up and use. They're stored in eggs, which need to be bombed in order to get at the goodies inside, because they're on the ground and can't be hit by normal fire.







CREATURE FEATURE

The nasties come thick and fast in Dragon Sabre; the usual waves of flying beasties mingle with the more exotic, such as little phoenixes which turn at the base of the screen, grow to massive proportions then fire out an arc of bullets. Then there's the seemingly peaceful plant-life - don't go too close because they open up and turn into vegetarian vacuum-cleaners that suck you toward a barrage of enemy fire!











It's been a long time since Dragon Spirit appeared on the Engine and even longer since it appeared in the arcades. Dragon Sabre takes the same formula and tries hard to improve upon it. The game itself is a straightforward vertical scroller, with extra weapons, end of level baddies and all that business. The graphics are quite lovely and a definite improvement over the original. What hasn't changed, is the gameplay. There really isn't much to seperate this game from the original. It's a good old laugh but people who already have Dragon Spirit will be most upset if they buy this. To all intents and purposes, it's exactly the same game. The same weapons, many of the same baddies and very similar bosses. None of this bodes well for the sequel. Good tunes, loud and impressive sound effects help, but it's just another shooter. If you're dying for something like this, better try Gunhed or even Raiden Trad. Both games are far superior to this very average blaster.

FRANK O'CONNOR

'ERE! HE'S FLASHING HIS NASTIES!

Other extra items can be reached with your fiery breath; that's because they're carried by the baddies themselves! Some of the enemy waves have a flashing nasty at the back - this is the one carrying the power-up. Just shoot him and the item is released. The bonuses range from speed-up to different weapons to an extra head or two to either double or ever triple your fire-power!





END-LEVEL ENEMIES TO END 'EM ALL

What shoot 'em would be complete without a line-up of end-level baddies to contend with? The big beasties in Dragon Sabre range from fairly simple to downright impossible. Look out for the big spider on level three - it's attached to the ground by a big cocoon; blow that away first to make it easier to get at the angry arachnid.

R-TYPE RIP OFF RUMPUS

Why think up a revolutionary idea when you can just rip off someone elses? Dragon Sabre has taken a leaf out of R-Type's book with its use of super-shots. Instead of blasting away at all and sundry, let your shot build up in strength by taking your finger off the fire button. Then just let rip with an awesome, power-packed bolt from the blue!





PC ENGINE

GRAPHICS	80
SOUNDS	83
PLAYABILITY	82
LASTABILITY	71
OVERALL	**72**

REVIEW

PC ENGINE £35

BY KONAMI

You saw Nemesis some time ago and thought it was one of the best blasters you could ever hope for. Now get ready for Parodius, probably the zaniest shoot 'em up ever to grace the screen! It's set on a wacky, wacky world where all sorts of craaaazeee things can happen - and they usually do. Controlling all manner of flipped-out fighters, do battle against some of the most outrageous enemies yet witnessed. Grab the power-ups found on each level to increase the destructive ability of your craft - but most importantly, laugh, chortle and guffaw loudly at the hilarity which is Parodius!





▲ *Which weapons do you want, then?*

LAUGH-A-LOT LEVELS

The wacky world of Parodius stretches to a sprawling eight stages of fun and joviality. Most of the levels are reminiscent of the original Nemesis coin-op, although you'll quickly find that the creators of this digital spoof of that classic blast had tongues planted firmly in cheeks when they set about creating the game!

▼ *Cor blimey! It's The Beatles!*



I'm forever bursting bubbles... ▼



PARODIUS



Once again, the PC Engine comes up trumps, this time with an hilarious but extremely challenging shoot 'em up. Even with all the graphical changes, there's no escaping the fact that Parodius is Nemesis with knobs on, but the knobs which are there put this game right at the top of the Engine shoot 'em up tree. Speaking of graphics, the ones you'll see stored on this cart are of the very highest quality; beautifully drawn and animated and quite ridiculously funny. Then there's the music, which starts off as classic Nemesis but subtly changes into jolly, upbeat tunes which match the mood of the game to a tee. If you're a Nemesis owner you may be put off Parodius because of the similarity between the two - don't be. This is streets ahead of its predecessor and a purchase you should not hesitate to make.

PAUL RAND



▲ *Crumbs - it's a yankee doodle doobrie!*



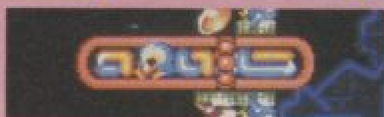
But not for long... ▲



▲ *Stop clownin' abaat...*

CAT OUT FOR THE BOYS

Like everything in Parodius, you'll not have seen end-of-level baddies like these before! On the first level, for example, you'll do battle with a mechanical flying kitten which meeows whenever you hit it and a comedy eagle with a Stars and Stripes hat on - blow it up and all its feathers blow away, leaving the poor bird bald!



REVIEW

MORE ANIMALS THAN OLD MCDONALD

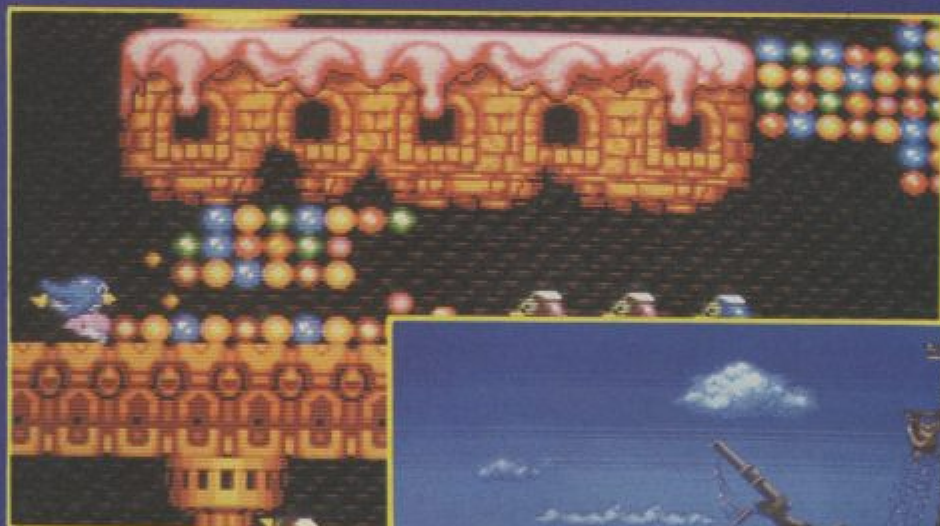


Just because Parodius is a laugh-a-minute yarn, doesn't mean to say that it's gonna be easy. All the ships from the original Nemesis game have been replaced by hilarious animals, but they're as mean, if not meaner, than before! Look out for waddling penguins, flying chickens, crawling crabs and buzzing bees, to name just an eensy-weensy selection of the baddies to look out for.



Anybody who's played Parodius on the Gameboy will know this is a class one title and no mistake. After Gradius on the Engine, excitement reached fever pitch when we heard Parodius was coming in - and it's fulfilled all our expectations! I honestly don't know how the little Engine manages to keep pumping out arcade blasts of this calibre! Graphics are superb, with the humour and vitality of the game perfectly captured. Don't be under any illusions though, the game may look cute as hell but it's one tough mutha of an arcade blast which will keep you coming back for more with huge levels to conquer and bosses so bad they ought to be locked up! I dunno, new consoles come and go but the PC Engine soldiers on with arcade blasts to top the lot. How do they do it, eh?

TIM BOONE



▲ *Here's a bit o' bovver...*



Shipboard laffs ahoy, matey! ▶



P-P-PICK UP A POWER POD!

Some of the nasties will drop power-ups, which can be saved and built up over a period of time in order to purchase a more powerful weapon. Collect one power-up and you can speed up your ship. Two pods give you missiles, and three will buy double-shot capability. A laser cannon can be acquired with four power-ups, and a free-floating extra gun is worth five. Pick up six pods and you can try your luck by choosing the mystery item which could be either useful or useless, and the last add-on, front-mounted shields, is a whopping seven power-ups!





▲ *Crumbs!*

SILLY SHIP SELECTION

On hitting the Start button, you're invited to choose between four different ships, each with their own weapons set-up. There's the sleek Vic Viper craft, the Octopus (which, surprisingly, looks like a bandana-wearing octopus), rather less sleek Twin Bee and the Pentarou, which basically looks like one of those inflatable penguin things you see down at the swimming baths. Take your pick!







PC ENGINE

GRAPHICS	91
SOUNDS	87
PLAYABILITY	89
LASTABILITY	89
OVERALL	90

REVIEW

SUPER NES £45
BY SETA



F1 Exhaust Heat! It's a very strange name for a very strange game! Anyone who's played games like F1 Spirit and F1 Circus will know exactly what this is all about. The two games mentioned used an overhead view with multi-directional scrolling to portray the Formula one action. As you can see, F1 Exhaust Heat uses a 3D view, very similar to that used by F Zero. The gameplay is very simple. You race around a track, picked from a very large selection, qualifying initially and then racing against other drivers. These drivers all have different cars and driving styles so the competition can get quite fierce. Your car starts life as a sad shuffling effort, but win some prize money and you can upgrade the engine, tyres and chassis. Damage can be inflicted as you scream around the track, so pit stops are sometimes in order. You have to be careful how you use the pit stops, because you lose valuable time while making repairs. The object of the game is to reach the top of the world formula one ratings and win a massive golden trophy. You also get a smart girl and a big bottle of champagne. Hurrah!

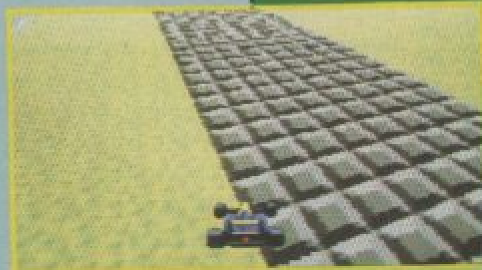


The other drivers in the game are all based on real life Formula One heroes. To avoid legal bills, the names have been changed to protect the innocent. This means you have racers with names like Proteus (instead of Prost) and Manson (instead of Mansell). The drivers aren't accurate copies of the originals either, because Mansell never comes second.









MULTIPLE TRACK ACTION

One of the really great things about F1 Exhaust Heat, is the massive selection of tracks you can race on. There are sixteen in total, each based on famous tracks around the world. You have to play them in order of difficulty and for some weird reason, Britain is the easiest of the lot! There are very definite techniques for the tracks and memorising the bends and twists will take quite some time.



We've been waiting for this game for quite a while. Early screen shots made it look like an accurate racing sim and true enough, there are a lot of accurate features. The gameplay though, is more arcadey than simulatorish and it works extremely well. Graphically, it looks spectacular, super smooth scaling and rotation adding to the realism. The sound is funky. There's a good bit of sampled speech, some excellent music and brilliant sound effects throughout. The huge selection of tracks makes for a varied and lasting challenge. It's a shame there isn't a two player mode because head to head frolics, be it on a split screen or on linked machines, would have been a top treat. The handling of the car takes a bit of getting used to. You can't throw it around bends, but you can't make it spin out of control either. Once you've had a few laps of this brilliant racer, you'll be totally hooked. SNES owners aren't spoiled for choice on the racing front, so this is the best bet until Top Racer comes out. A smart sim with great graphics and wonderful sound.

FRANK O'CONNOR







CUSTOM CAR CAPERS

The car you start out with is mucho crappo, so you have to upgrade the engine and chassis bits. You do this by winning prize money and buying bits of kit before the next race. This kit includes awesome engines, terrific tyres and smart suspension. You can also fill an auxiliary tank with nitro, very handy for those emergencies at the finish line. It costs a fortune to buy the stuff, so choose carefully.

SUPER NES	%
GRAPHICS	87
SOUNDS	89
PLAYABILITY	88
LASTABILITY	88
OVERALL	88

REVIEW

PC £35
BY SPECTRUM HOLOBYTE

BANG BANG THE MIGHTY FALL

One of the main differences between the original Tetris and Super Tetris is the falling bombs. Every time you complete a line, two bombs fall from the sky. These can be moved and rotated just like pieces. The difference is, that when they land, they destroy any pieces they hit. If you manage to complete more than one line, you get more bombs. A Tetris (four lines) gives you eight bombs. These make clearing the screen much easier and much faster. If you're clever, you'll get bombs every second turn. Hurrah!



▲ *Choose the options that suit you best.*





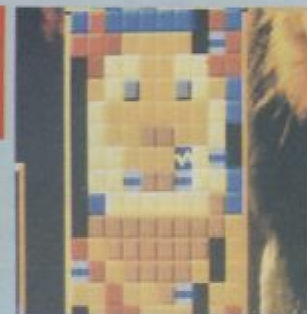
◀ *Those bombs could be very useful!*

PLAYING FOR TIME

There are three main play styles in Super Tetris. You can play by yourself for as long as you like until the game becomes completely impossible. A one player game can also be played against the clock, in five, ten and fifteen minute periods. You can play two different double player games. These can be played competitively or cooperatively, it depends how nasty you're feeling.

Tetris! The game that spawned a million imitators and started a whole new trend in puzzle gaming. Tetris is the game that made businesses grind to a halt and arguably made the Gameboy. The original Tetris ranks among the best selling computer games of all time and has become a classic and a standard by which others are judged. Alexey Pajitnov, the genius responsible for the creation of Tetris has come up with a sequel. Is it possible to improve upon the incredibly addictive, yet completely simplistic gameplay of the original? Alexey reckons it's possible. Super Tetris uses the same basic concept as the first game. You have in front of you a pit. Various jigsaw type shapes fall into this pit. By rotating and moving the pieces, you must fit them together to make complete horizontal lines. When a line is made, it flashes and then vanishes. The object of the game is to empty the current screen of pieces. It's a kind of kinetic, frenetic jigsaw puzzle and this sequel adds new features. The major addition is bombs. These appear every time you complete a line. If you complete more than one line in a single drop, you get more bombs. That's all there is to it. Drop the pieces, make the lines.

SUPER TETRIS





So here it is. The world's most eagerly awaited video game sequel. Alexey Pajitnov took the world by storm when he designed Tetris and great things were expected of this. The game is dead similar to the first one. The same block dropping antics and the same addictive qualities. The thing is, it's much too similar to the first game. Graphically, it's come on in leaps and bounds. The intro screens and the in game art are all wonderful. The music is a bit annoying but at least there are a few new sound effects in there. The addition of bombs and bonus lines makes a subtle difference in the gameplay and introduces a nice rhythm of play. There are lots of options available and the simultaneous two player action is a real boon. Scoring is a little more complex and you can amass some massive scores by using bonus lines and hidden treats. The bottom line though, is that if you already have a copy of Tetris, you might as well forget about buying this. If you don't have a copy of Tetris then buy Super Tetris. It's excellent, but what a shame it's so similar to the first game.

FRANK O'CONNOR



▲ *It's looking very tight!*

WHAT A PICTURE

In the Tetris pit, there's a picture. This starts off concealed by pieces. The more Pieces you clear, the more picture you'll be able to see. Obviously, when the whole picture is revealed, the screen is complete. One of the driving forces behihd this game is the desire to see what picture comes next. Mind you, it's not all-consuming or anything.



▲*Uh oh, this could spell disaster!*

PC	
GRAPHICS	84
SOUNDS	78
PLAYABILITY	90
LASTABILITY	90
OVERALL	89

NES **£35**

BY HUDSON SOFT

JACKIE CHAN'S Action Kung Fu

What do you get if you cross Benny Hill with Bruce Lee? Jackie Chan, that's what! He's a master of martial arts, a top comic, one of Hong Kong's wealthiest men and a pin-up idol to millions of Chinese girls. After what seems like a thousand movies, Jackie finally turns up on the small screen as a Nintendo cart! PC Engine owners have already seen this game and the good news is that the NES version is almost identical to the Engine original. It's a fast action platform game with a ton of Kung Fu related frolics, so jump in and kick out!



▲ *Oh dear! End of level angst!*



Cor! My favourite Kung Fu hero in a game of his very own! Jackie Chan is a top notch chopsocky dude and this platform beat 'em up is a perfect vehicle to show off his amazing abilities. It's all very tongue in cheek and there's no point taking it seriously. Graphically, this is something of a masterpiece on the NES. The cartoon sprites are surprisingly large and very funny. The animation throughout is as dreamy as NES animation gets and the backgrounds are totally smart. Sound consists of smacking noises accompanied by a fabulous jangling oriental tune. The inclusion of secret screens and bonuses gives you something to do other than beat people up and the platform action is excellent. This is very similar indeed to the PC Engine version and that is a definite compliment. Jackie Chan wont win any prizes for originality, but if you like bouncing around a land filled with Kung Fu critters, this is the game for you. One of the best NES games for ages and essential for Jackie Chan fans.

FRANK O'CONNOR



DO YOU KNOW JACK'S HIT?

The chopsocky action is very reminiscent of that old gem Shinobi as you leap from platform to platform, offing Ninja and kicking butt. The plot is fairly straightforward - all you have to do is save some girl from the clutches of an ancient Chinese wizard! Chin Re Kon (cos that's her name) is understandably miffed at being kidnapped and is waiting for you to recue her. Along the way you'll meet all manner of evil fiends, including killer fish and mad axemen. Pick up the magic moves and save the girl - but most of all kick butt!

Jackie gives the sword the ▼ kicking it deserves.





DING DONG DISASTER

Every now and then a little bell will appear in the sky above Jackie's head. You'd better collect it cos it leads to a secret screen. In this screen you zoom along, jumping from cloud to cloud in a lovely blue sky. You get massive bonus points for doing this and you also get warped a little further into the level. Hurrah!

▼ *Bandit attack in the waterfall section*



SECRET MOVE MAYHEM

Jackie's best friend is a frog. Every now and then, this slimy green critter will pop up in front of you. Kicking him reveals a secret move. These include the somersault kick, the whirlwind kick and best of all, the fireball kick - which lets you shoot the baddies before they get anywhere near you.

JACKIE CHAN FOR PRESIDENT

The **CVG** boys, with the exception of Tim are all Jackie Chan fans - so here are our favourite movies and why: Randy's favourite is Drunken Master because he can really relate to it. Jon's is Police Story 'cos it's packed full of stunts. Frank likes Meals on Wheels 'cos it's dead funny and Tim doesn't like any of them 'cos he reckons Jackie Chan is a sad lad and Bruce Lee is much better.



▼ *That's right, run for it cowards!*



NES

GRAPHICS	91
SOUNDS	91
PLAYABILITY	90
LASTABILITY	89
OVERALL	90

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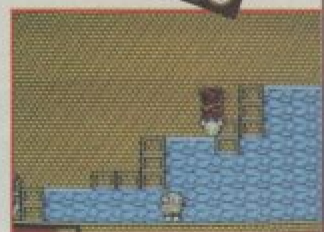


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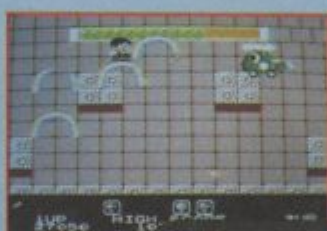
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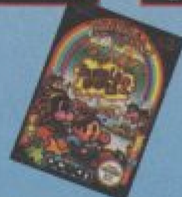


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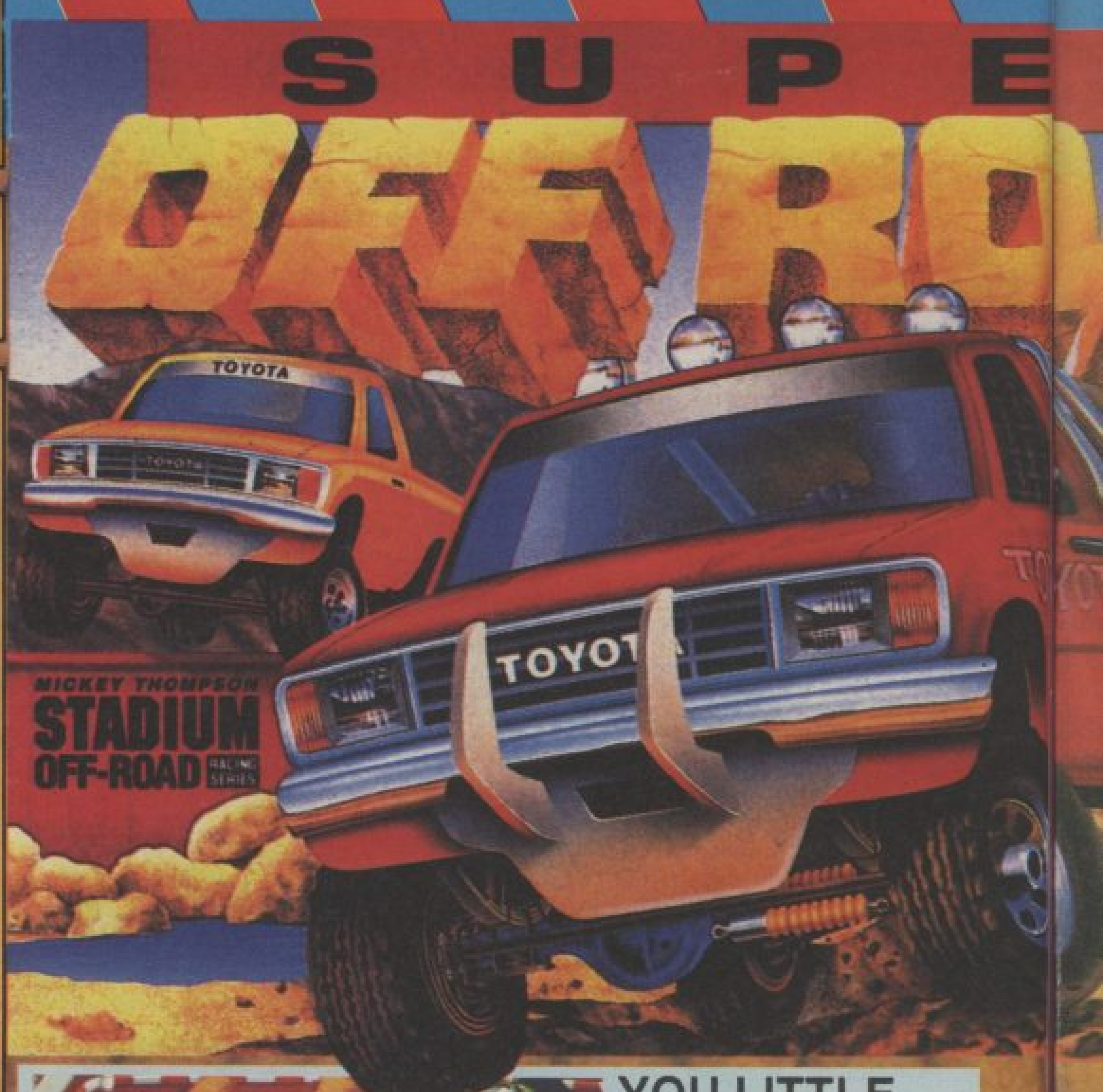
BY TRADEWEST

ON YOUR MARKS! GET SET! GO! GO! GO! Grab that wheel, step on the gas and drive like a maniac - 'cos that's all you can do to survive the rough 'n' tumble world of off road racing! So what are the rules? There aren't any really! Just drive as fast as you can and beat the other guys past the finishing line, whatever it takes! Are you going to be the James Hunt of the stadium and be nice



and polite to everyone, or will you become the Dirt Destroyer - wiping out all who cross your path? Decide quickly, because we're talking big bucks here and unless you're out to win - and win big - you might as well go and flog overpriced little bags of peanuts on the stand because that's about how much cash you'll be taking home...







The original Off-Road Racer coin-op was never the most advanced machine in the world, so it's not surprising that the programmers of this Super NES version have turned in a game which is very close to the original. The Super Sprint-style action has had everyone in the office queuing for "just one more go" for the past fortnight, and who can blame them? The two player option is a winner - you feel a great sense of satisfaction watching the opposition fall from first place to sad last (eh, Tim?) after being spooned off the course by one of the computer trucks or someone with loads of blind luck (eh, Paul?) Strategy is all-important: it's very well buying squillions of nitros at the start, but one of the computer opponents always has more than you and you're never going to beat him until you've souped up that vehicle. The big problems, which stop the game from scraping a HIT!, is the fact that the computer truck is just TOO advanced to beat for a long, long time leading to annoyance and frustration. All in all though, this is one essential cart.

PAUL RAND

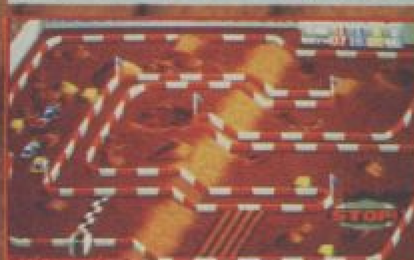


▲ *Can you make it through the pool?*



YOU LITTLE TRUCKER!

So, the flag comes down and the race begins. Whaddyado? Just stamp your foot to the floor, pump that gas and try to fly! If you can beat the other three to the first bend (an early nitro will help!) you'll open up a clear and commanding lead and be clear of all the sad shamblers behind - leaving just the coarse and its pitfalls to contend with! There's one problem with this strategy - the boyos you've just left behind have probably got tons of nitros up their sleeves, ready to burn you up on the final lap!



◀ *Watch out for the hay bales of doom!*

▶ *Water ditch laffs...*



TRUCK IT...

Super Off Road features a total of 16 different stadium tracks laid out in a whopping great 64 configurations! That means there's plenty of truck track action for budding big racers, and every layout of the track's going to be different. Alright, so some of them are exactly the same track upside down - but you probably won't notice when you play!

▼ *The sad yellow truck lags behind yet again.*







▲ *Ooh, there's a bit of a scrap going on!*

▼ *Oh dear oh dear oh dear...*



THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.

This is a great conversion of the old Leland coin-op and like most Tradewest titles is a pretty fab game in its own right - BUT! It's as near as dammit arcade perfect and plays like a dream, yet the game has one very big drawback in two-player mode. Start beating your pal a few times and you'll make so much cash for bolt-on truck goodies that he can't possibly catch up no matter how hard he tries, and the Continues he's offered are a waste of space because he starts with the bog-standard truck! The best remedy is to reset the machine at each Continue to keep playability tuned to the max, but it's an unnecessary pain in the butt which proper playtesting should have eliminated. Graphics and sound are both supercool and somebody has gone to an awful lot of trouble to get the arcade feel of the game just right, but the "can't catch up" sydrome is a real playability downer and it's the one reason we have to mark Super Off Road as another of those potentially brilliant Super NES games which lets down its own tyres on the very last lap. Great fun, but it could have been untouchable.

TIM BOONE

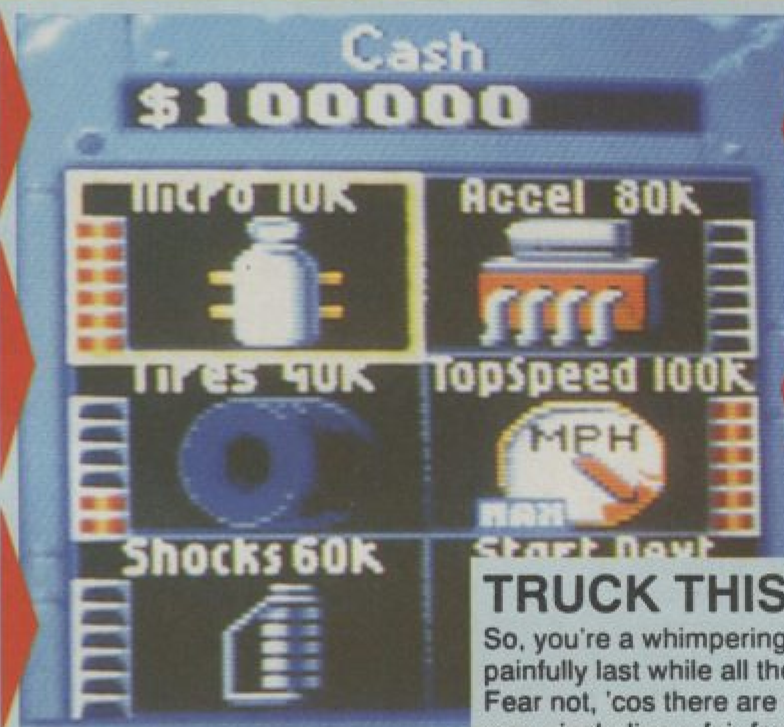
WHAT THE TRUCK WAS THAT?

Scattered about the track are all sorts of little tricks and traps to catch out unwary racers. Make sure you're not one of 'em by avoiding the bumps, mounds, mini mountains, pools, lakes, mud patches and hay bales(?) plonked all over the place. Watch out too for the handy pick-up - you can get up to four nitros or a cool forty grand just by driving over the right icon as your mate jumps about in rage!

NITROS ($10,000 each) - Slap in one of these babies for that turbo-boost burst of extra power. Use 'em right and you can increase your speed by up to three times!

TYRES ($40,000 each) - Fit up to six of these little black beauties and your car will stop flying about like a pigeon with the trots and become much easier to handle thanks to greater grip.

SHOCKS ($60,000 each) - Fit up to six of these gizmos and you should be motoring a bit better 'cos they smooth out the bumps. Well, that's the theory but they're actually a bit crap.



◄ *Splash that cash*

ACCELERATION ($80,000 each) - These little wonders allow your truck to reach its top speed a bit faster, which comes in well handy when you're trying to burn up the opposition!

TOP SPEED ($100,000 each) - Best of the lot! This little boostin' baby will upgrade the speed of your truck - and you can do it up to six times for big burn thrills 'n' spills!

TRUCK THIS FOR A LARK

So, you're a whimpering little wreck of a trucker who limps painfully last while all the big boys are grabbing all the glory? Fear not, 'cos there are loads of goodies to help you on your way - including a fair few freebies thrown in for good measure! At the start of the game you're given a hundred grand to splash out on equipment. Win a race and you can add another 150 thou, with a hundred grand for second and fifty thou for third.

WHO THE TRUCK'S WHO?

At the start of the game you're given the option to play either the red or blue truck. Grey and yellow are always controlled by the computer, which will also control a third truck for single-player malarkey. The yellow laddie is the saddest travesty of a driver this side of the Sadspazz Test Centre - even Frank O'Connor could beat him on his poncey pushbike. The grey boy is another kettle o' fish altogether - he's the meanest mutha on the track and he's got so many nitros up his pistons it really shouldn't be allowed. Beat him once and be proud of yourself. Keep on beating him and you're king of the track!

◄ *Move over you woman!*

SUPER NES

GRAPHICS	87
SOUNDS	88
PLAYABILITY	91
LASTABILITY	88
OVERALL	89

NEO GEO £120

BY SNK





SOCCER BRAWL

The game we know as Football won't last much longer in its present state. In the near future, the game's authorities decide that something needs to be done to claw back flagging attendances and stem the rising tide of hooliganism which has returned after a short slumber. The solution? Soccer Brawl, a frantic, dangerous sport played with a nuclear-powered ball and a lot of guts and bravery. Violence is kept to the field, leaving the fans to enjoy the carnage and the players to fight their way to the top of the pile. Only the very best live to play another season - will you be one of them?

LEAGUE MODE
VS MODE
SELECT GAME MODE



We've had the Soccer Brawl cart in the office for a couple of weeks now and there's no sign of its popularity fading. It's a raucous blast which retains all of footy's fine features and includes some mega killing of opposing players! Graphics aren't the best ever seen on the Geo - in fact, most machines could recreate the sprites and pitch quite easily. Sound, on the other hand, is fantastic! Loads and loads of samples, with shouts of "Goal!", "Overhead" and such. There aren't many different moves, mind you. Jump, header, overhead kick and shooting and that's about it. But put them all together and get out on the pitch and the whole package comes alive! One player is enjoyable enough, but grab a pal and that ridiculous price tag doesn't seem TOO bad (well okay, it does, but you knew the price when you got the machine). Soccer Brawl is a top treat on the Neo Geo. It's football with the feature everyone's been wanting to see - you get to kick in the foreigners!

PAUL RAND

SMART STADIA

Unlike ordinary footy, which requires most teams to own their own ground, Soccer Brawl is played on one of only two pitches. There's the astro-turf covered SNK Stadium built in the year 2050AD in Osaka, Japan. Alternatively, try the Super Dome in San Francisco, a huge venue with a metallic pitch, created in 2088 AD.



▼ *The boys line up for the kick off...*



▼ *Get a load o' that 'keeper!*



▼ *Look, he's being a bit of a sad man...*



▼ *Choose a different dome for tur*



▼ *Choose your team...*



A BIT OF TEAM SPIRIT

No club league in Soccer Brawl - all the teams are international sides who fight for the world crown and the title of Footy Yob Of The Year. There are eight teams in all - England, Germany, Spain, USA, Japan, Brazil, Koprea and Italy. Of the eight, Japan and Korea are the best to choose - did no-one ever tell these guys that the Far East is crap at soccer?

Thanks to Ian Cummings for these cracking pic of the lads!





This is what we want - football with a bit of punch! Soccer Brawl is THE office fave this month, and some people have to be dragged screaming from the machine! Imagine a simplified version of seven-a-side soccer where you're encouraged to beat opposing players senseless and you've got some idea what this is all about! It's the type of game the Neo really goes to town on, and whilst the graphics are so-so and sound pretty good, the game itself grabs you by the throat and refuses to let go until you've proved yourself against everybody else or damn near died trying! Some of the effects are truly great - watch in awe as your captain fires a super-shot at the keeper and the force of the blast pushes him three feet back into the goalmouth before he lobs it out with a roar! Take on the computer and you get a good game, but this is the ultimate in two-player action which will bring out the best (and worst) in everyone. OK, so it costs a bomb - but the Neo is the Rolls Royce of consoles after all and this is one of the best games on it. Fab.

TIM BOONE

▲ *It's a throw in - so prepare to fight!*



RINGING THE CHANGES

Because of the smaller pitch size compared to the old-style game, Soccer Brawl teams consist of seven players including the 'keeper. The ball has changed too. No longer an inflated bit of plastic which can bobble about in the wind, now it's a metal sphere which can be powered up to shoot all over the place!



▲ ***Whoops, somebody spanged a shot at goal and now the keeper's got possession...***

CONTROL YOURSELF, MAN!

Control of your players is by joystick and two of the fire buttons. The first is used mainly to shoot the ball, the amount of power behind the shot determined by holding the button down until the meter at the top of the screen is sufficiently filled to get a good hard smack behind the ball. The second is to pass to another player and also to jump, head and suchlike - important in set-pieces when the ball is flying toward your bonce!



▼ *Fancy a game?* Don't they look 'ard, eh? ▲



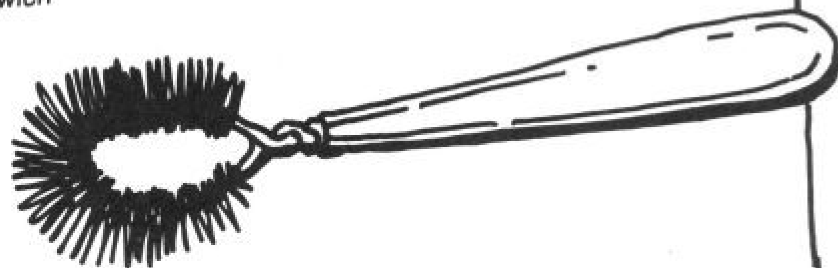
NEO GEO	
GRAPHICS	82
SOUNDS	89
PLAYABILITY	94
LASTABILITY	92
OVERALL	91

...or turf trouble!

YOB'S

CONSOLE CONFUSION CENTRAL

Dear YOB,
For a while now, I've been thinking about buying a console. Thing is, they're a bit expensive. How many people can honestly say they can afford to pay 120 quid for a Neo Geo game? Even the console alone is 250 quid. It amazes me when I think about the money these software companies make. They bring out a machine and then replace it, leaving all the old machine's owners stranded. They say they will still support the old machine, but the software soon tails off. Also, why do you let people write in and threaten you? I think you should organise a vigilante squad to go round their house and kick their teeth in.
DYLAN GODING,
Norwich



YOB: You've got a bit of a point here, but not much of one. It's true that software companies will abandon developments for a machine if it becomes unprofitable, but who can blame them for that? What usually happens is that most of the softcos release their back catalogue on budget, which is generally what's happening in the 8-BIT computer market right now, and fans of the machines have a fine old time picking up some skill software for ridiculously low prices while everyone else moves on to more powerful machines. It's called progress, in case you didn't know, and if you don't understand that I won't bother to explain why I'm so hard 'cos everyone else knows it already.

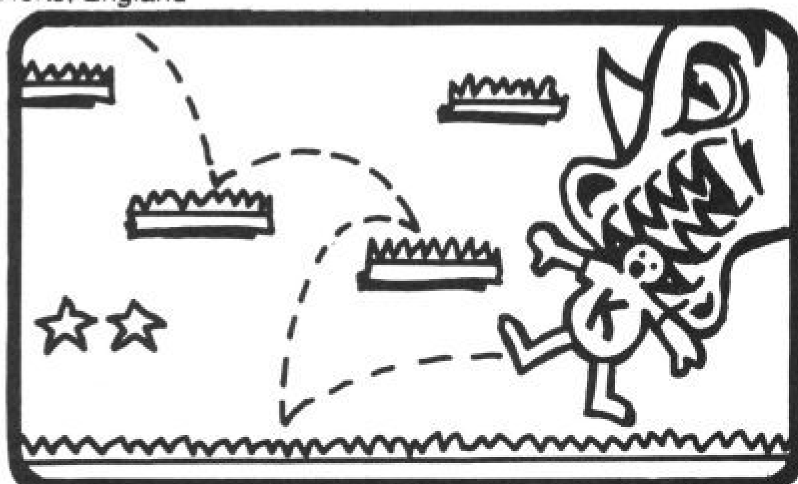
PHPHPHPHPHRRRRRRRT! Welcome to another bowel-shiftingly brilliant five pages of the world's most amazing pan rattler of a Mailbag! On these very pages you'll find a festering dungpile of letters so pants-droppingly bad they're not even worth spending a penny on - let alone a hundred quid - so I've flushed 'em away with my usual skill, grace and charm to provide a few laffs for all and sundry. If you've got something to say, think you're funny, reckon you're hard or just want to know about computer games then this is the place to be: YOB'S SOFT AND ABSORBENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember there's an incredible ONE HUNDRED POUNDS for the best letter of the lot and bog-all for everything else.

CUT HERE

MAILBOG

I'M A MARIO MORON!

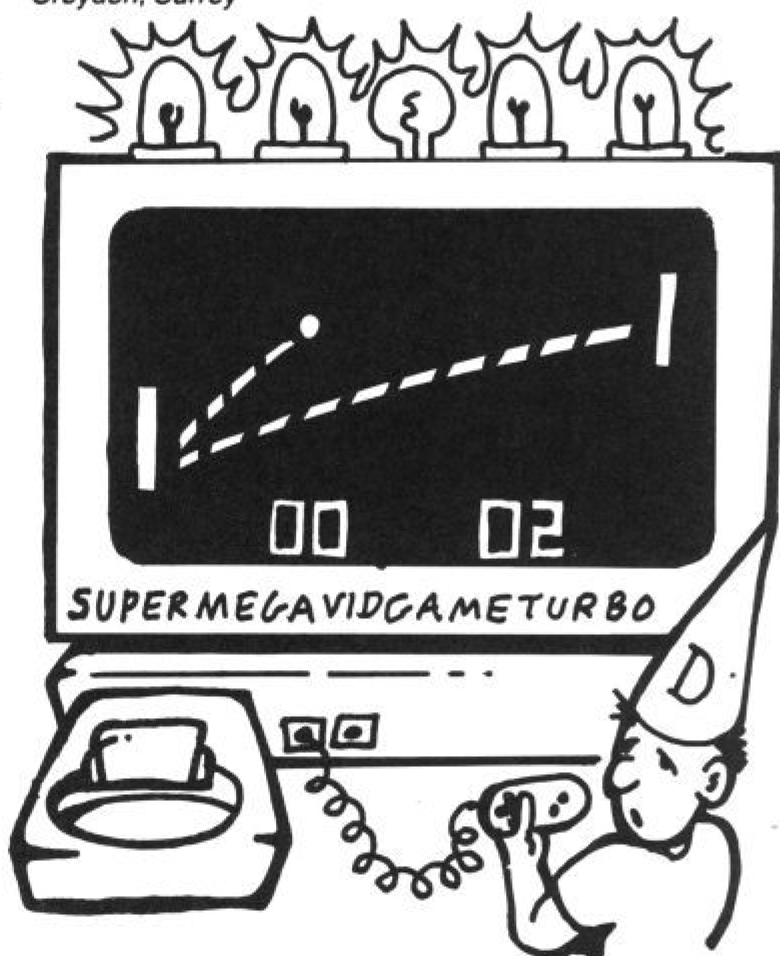
Dear YOB,
While reading issue 122 I browsed through Darren Van Gemert's letter. He makes a few points and I tend to agree with them. When Super Mario Bros first came out, it was one of the greatest video games ever. The sheer gameplay and originality made it stand out from the crowd. However, now that we have reached Mario 4 there has been little improvement in gameplay. It still uses the same basic ideas of Mario 1. True, it has awesome graphics, sound and depth, but it hasn't come that far from the first game in terms of ideas. I feel that in a couple of years the current range of platform games will look stale and dated. Nintendo can't go on pulling punters with Mario and they may have to invent or promote a different character. Gasp! Horror! The death of Mario?
KRISHNA RAMAPRASAD,
Herts, England



YOB: What a great idea! Why don't Nintendo release Super Krishna, in which you control this annoying little oik who goes around playing crap games all day and writing worthless letters to fine magazines. Trouble is, they'd never be able to cram your crapness on one cartridge so we'll all have to make do with Mario. Sorry.

MEGA CD STUPIDITY

Dear YOB,
I am wondering if I should buy a Mega CD player for my Megadrive. I read the **CVG** reviews and I was very impressed (apart from the price). For 250 quid I could buy a ton of Megadrive games, rather than upgrade a console that doesn't need upgrading. Everyone reckons that the Megadrive has arcade quality graphics and sound, so is there any real point getting the Mega CD?
PAUL DAVIS,
Croydon, Surrey



YOB: At this point in time the Mega CD is about as useful as you are. All its games are pretty low quality and it's a bit of a damp fart. However, once the machine is officially released in the UK there should be tons of skill titles available and it'll probably be the bargain of the decade, but for now you're better of saving your cash and moving to somewhere less ridiculous.



SAD DAD ON THE BLAG

Dear YOB,
Congrats on a fab mag with brill reviews and excellent taste. My kids haven't stopped bothering me and forced me to get them a Megadrive. Now they're saying that Altered Beast is crap and they want some new games. Please can you help a poor put-upon dad and send me all the latest EA Megadrive titles. Maybe that way I can get some peace.
Mr DAMIEN RICHARDS,
Wythenshawe, Manchester

YOB: Sounds like you need a bit of cash to buy some software. Have you considered selling your kids as testers in the plastic potty factory? Not only would this make you about fifty quid, it would mean you could play all the Megadrive games yourself and stop writing bumlick letters to me...

CUT HERE

CUT HERE

NIGHTMARES OF A DAMAGED BRAIN

Dear YOB,

I have recently been having bad dreams of owning a ZX81 computer. I already own an Amiga 500, so I don't really know what the dream is trying to tell me. At night when I go to sleep, just about to dream of a beautiful blonde babe in a skimpy leather swimsuit, an image of the ZX81 pushes into my sleeping brain. It just sits there and says, "play me, play me!". Please help me YOB, just tell me what this dream means and what it's trying to tell me.

DARREN HILL,
Chatham, Kent



YOB: I think it means you're a dribbling loony who should go and seek some professional help. Anyone who'd rather dream about a ZX81 than a scantily clad girlie obviously needs a good kick up the jacksie and some hormone tablets. Next...

WHAT'S THAT SMELL?

Dear YOB,

You smell! Not only that, you ruin my magazines. I'm reading through the nice clean pages of **CVG** and about halfway through, you pop out, right in my face. What a disgrace to the mag. I then take a deep breath and poooh! What a smell, it's disgusting, have you heard of washing? Then I turn the page to get rid of the smell and what do I find? You're on the next page as well. I devised a cunning plan and taking the chewing gum from behind my ears I stick the pages together. This way, when I look through the mags, it skips Yob's smelly mailbag, so now I have smell-free **CVGs**. If you've got the same problem as me don't hesitate, start chewing and have a stink-absent mag.

SIMON FENTON,
Kingswinford, West Midlands



YOB: Unfortunately, due to his incredible chewing gum trick, Simon Fenton will not be reading these pages - which means he'll never know he's a useless lump of chunder and will go on being a useless zit forever. Sad for him, hilarious for everyone else...

I DON'T KNOW ANYTHING

Dear YOB,

I have a few questions for you to answer about the hardware that I own, but first could you put some answers to this: Why is your tongue always hanging out and how come you've always got a cut on your head? Also I think you're as tight as a duck's bum, 'cos you only give out the hundred quid every five months or so. Now for my questions: 1. What is Fourth and Inches on the 64 like? 2. Are there any good American Footie games on the Gameboy? 3. Will Lemmings ever come out on the 64? 4. Is Lemmings coming out on the Megadrive? 5. Answer these properly or I shall stick vegetables in your bum. You will notice that I have enclosed some special 10th Birthday teabags so that you and the team can have a nice cup of tea.

ROBERT MCMURRAY,
Falkirk, Stirlingshire

YOB: 1. Brill. 2. Nope. 3. Nope. 4. Yep. 5. You'd like that, wouldn't you?

A SAD WIMP WRITES...

Dear YOB,

I have a Master System and I don't know why software companies make their games so easy. I can complete all my games and I have seven of them. If they had a CD ROM for the Master System its processor would be quicker, the graphics better and the sound would be super. Maybe even you may be able to use data cards for games like Lemmings on the ST and Amiga, but in the meantime I have to play easy games like Golden Axe.

JOEL BROWN,
Ryde, Isle of Wight



YOB: And I have to answer letters like this. If you had a CD ROM attached to your brain it might work a bit faster, you'd probably look a whole lot better and you'd stop spouting a load of drivel like Isle of Wight people generally do.

ONE MEG MALARKEY

Dear YOB,

I have owned an Amiga for quite some time now and recently upgraded to one Meg. I did this because I noticed how many great games like Alien Breed and Heimdall needed this much memory to run. In the future I hope to see more games that use this extra memory. I have also noticed how consoles seem to be more popular than computers these days. Why? In my opinion, the Amiga is much better than most consoles, except for the likes of the Super Famicom and the Neo Geo. I would like to see Commodore bringing out a hand-held for themselves, as it seems that almost every other company has one. Atari, Sega, Nintendo etc. Finally I would like to give you the honour of answering my questions as you seem to know more than most: 1. Which is best - Neo Geo, Amiga or Super Famicom? 2. Are the Neo Geo games really worth their price? 3. Which is better, Final Fight on the Fammy or Burning Fight on the Neo Geo?

KENNETH MURRAY,
Pollokshields, Glasgow

YOB: Now that Commodore sell the new Amigas with one Meg as standard, you'll see a lot more games that take advantage of the extra memory. Anyway, seeing as I do no more than most and you've got such a hilarious address, here are a few answers: 1. Depends how much cash you've got and what type of game you want to play. 2. No, but prices are steadily coming down. If you can hire them, they're the best value for money games you can get your hands on. 3. Burning Fight.

WHERE THE HELL HAVE YOU BEEN?

Dear YOB,

I've been away for ages and I haven't read **CVG** for at least 6 months. To be honest it wasn't very good 6 months ago, but it is now. I'd just like to ask where all the C64 stuff has gone. I'd also like you to know that I fully understand if you don't want to give me the hundred quid, 'cos I'm not greedy.

LEE SCRUTON,
Boultham Moor, Lincoln

YOB: Have you been hiding in Doctor Bizarro's home for dangerously stupid morons again? Did they ask you to pop back in for some more therapy? It hasn't worked if you expect to win the cash...





AM I REALLY THIS STUPID?

Dear YOB,
I am a very confused 12 year old boy who is a bit confused **(you're telling me! - YOB)**, so to help me make my new year a happy one please answer my questions. (Thank you). 1. Do you need a license for a Game Gear TV Tuner? 2. Which is better, Game Gear or PC Engine GT? 3. Which is better, a Game Gear or Turbografx 16? 4. Is the game Quackshot available on the PC Engine? 5. When will the PC Engine be officially released?
ALI EQBAL
Brent, London

YOB: 1: No, as long as you like being locked up forever because you're such a cheapskate criminal. 2. If you don't know, you don't deserve either. 3. That's like asking if a Porsche is better than a poo. 4. No, but it's brilliant on the Megadrive! 5. Probably not, but get one anyway.



GIMME THE GOODIES, GO ON!

Dear YOB,
Please could you send me a hundred quid, some games and a T-Shirt?
RYAN MCMULLAN,
Victoria, Australia
YOB: Why do seagulls fly upside down over Australia? Because it isn't worth crapping on.

I'M THE SAD (C)RAPPER

Dear YOB,
I am the RAPPA! So here's a bit of a rap to let you know what a kickin', dissin', illin', chillin geezer I am:

I am a Rappa
I ain't no pappa
I ain't no snob
I'm not the YOB
Who's going bald on top
He wears a wig
He's as thin as a twig
He craps in his Y-Fronts
He smells like a tramp
His car's in a clamp
So gimme a hundred quid
If you're not too thick
Put your hand
In your wallet
You tight old git.
THE RAPPA,
Hatfield, Herts





YOB: Here's a little rhyme I composed one day
You're a dumb-ass geek with nothing to say
I've seen this a hundred times in the past
You've got no brains and you write through your ass
Your underpants stink and so does your rhyme
I'd insult you some more but I ain't got the time.





I'M A SAD (S)CRAPPER

Dear YOB,
I am writing to you for justice to be done! Me and my mate were talking nicely in the Dinner Hall and it broke into an argument. We were arguing over which was the best console out of the NES and the Megadrive. I told him the Megadrive and I kept laughing at his cruddy Nintendo. Guess what? He punched me in the mouth. I smacked him back and it turned into a mass bundle. It was great! We keep arguing, so could you tell me which is best? By the way, your mag is brill!
GREGG,
Kidlington, Oxford.
They're both great machines, unless they're owned by a couple of brainless baboons who couldn't punch their way out of a paper bag. Of course I know which machine is best, but I'm not going to tell you. Why should I break up a perfectly good fight?

HELP, MY HEAD'S EMPTY!

Dear YOB,
In the Feb 92 issue of **CVG** you mentioned Gamesmaster, the Channel 4 series. I must confess that I thought this programme was a bit crap. Three games, three tips and three game reviews. It's not much, is it? The challenges are good though, with some classic gaming skills being shown, but the whole thing is a bit shaky. A crap studio and a prat of a presenter make it all a bit uncertain.
THOMAS ROGERS,
South Wales
YOB: Funny you should say that, 'cos...

GAMESMASTER'S THE GREATEST!

Dear YOB,
Helloooo! My friends and I have been watching Channel 4's excellent new games series, the Gamesmaster. We thought it was really fabulous. Best of all though, was the inclusion of those wonderful **CVG** boys. We all watched, enthralled as the lads appeared in full stereo and glorious colour. Aren't they handsome? Tim is totally gorgeous - he has that earthy, manly quality that us girls find irresistible. He's the classic English gentleman and makes us go weak at the knees. As for Frank, now he is male beauty personified. His chiseled features and his low, commanding voice promise such passion and intrigue. Please, please send us an autographed photo of these dreamboats (or even their phone numbers). We'd die for these god-like hunks, so please Mr Yob, don't let us down.
NATASHA ANGELCAKES,
Lovelies Model Agency, Paris

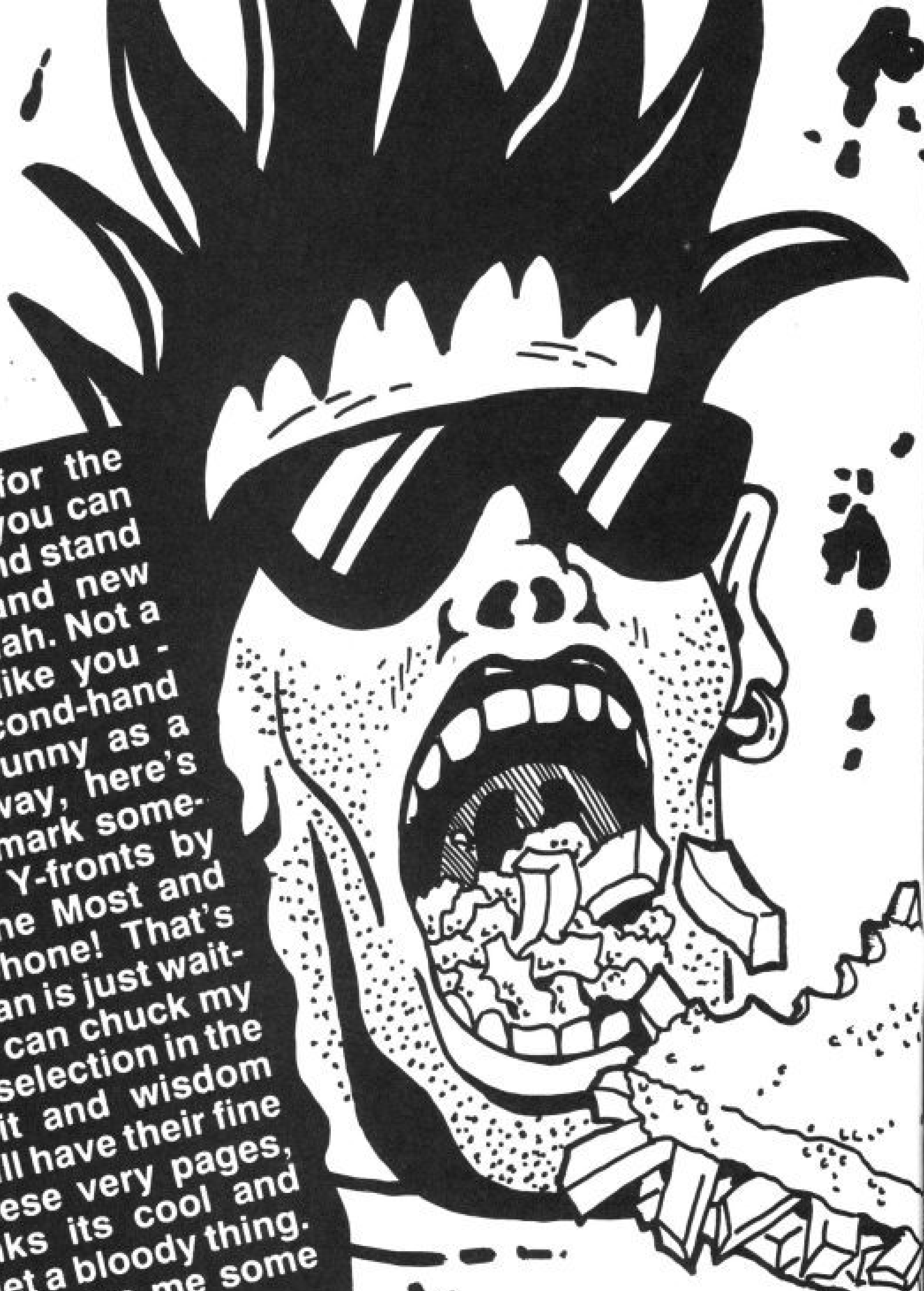


YOB: Eat your heart out, Patrick Moore.


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SHUT IT!



Reckon you're tough enough for the world's hardest man? Reckon you can take on the one and only YOB and stand the chance of winning a brand new Super NES into the bargain? Nah. Not a sad little pea-brained cretin like you - you're about as tough as a second-hand pile of puke and about as funny as a bazooka up the bum. Anyway, here's your chance to make your mark some-where other than on your Y-fronts by taking on the Host with the Most and insulting me down the phone! That's right cretins, your main man is just wait-ing for all the insults you can chuck my way - and I'll even print a selection in the mag! Anyone who's wit and wisdom comes up to the mark will have their fine display stamped on these very pages, and anyone who thinks its cool and funny to swear won't get a bloody thing. So dial those digits and give me some stick on:

0839 500845

Remember it has to be funny and it has to be clean - so if you've been waiting for the chance to tell me where to stick it then this is the number for you.

Special note: Make sure the person who coughs up the phone bill knows you're dialling or they'll beat you up for being the sad little wazzock that your are. Calls cost 36p per minute off peak and 48p per minute peak rate.

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Screen shots from Amiga format









Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.

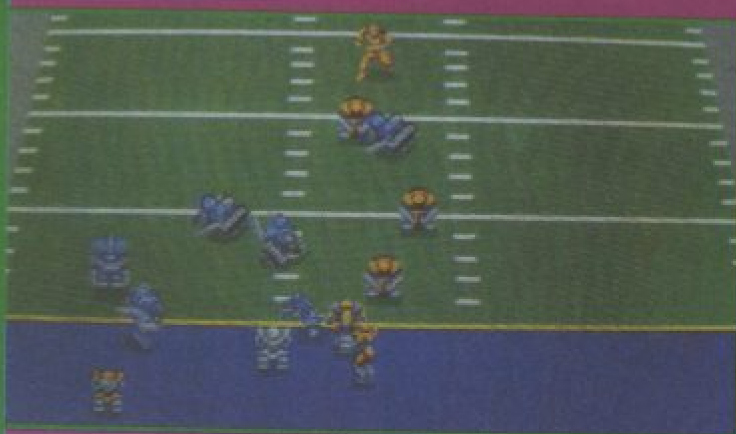
CHEAT MODE



Welcome to another neat, sweet and not at all petite round of Cheat Mode, THE place for top tips, hot hints and cheeky cheats, compiled by the man recently voted Britain's Snappiest Scheister, your very own Paul Rand. Just bought a new game and found you've cracked it before it's even out of the selophane? Why not put yourself in with a chance of winning a big bag stuffed full of £150 worth of games for your machine by jotting down your tips and posting them to: WHACK MY CRACKERJACKS IT'S CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Go for it!

Paul...

MEGADRIVE





CYBERBALL

It's a pity this wasn't as good as it could have been. Still, if American Footy of the future is your thing, you might like to try this cheat from James Lines and Alex Whitfield, both from Portsmouth. In Easy mode, enter the password as **L5 BB LDC1 BFAV**, to play Dallas Destroyers against the LA Assassins!

DARIUS II

A second one from James Lines and Alex Whitfield, who reckon that pressing buttons **C, A, C, B, C, A, B, A, B, C, A** and **C** on the title screen gives you a smart zone select option. Corks!

POPULOUS

Another from the Anonymous Tipster, this time for EA's God simulator. Go to the password screen and enter the number of any level you wish to tackle (there are 494 in all), along with the word **BIT**. For instance, to skip to level 327, enter **327BIT**. Easy innit?







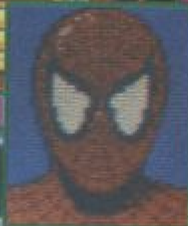
SAINT SWORD

No name to go with this one, but let's take a look at the cheat anyway and thank the anonymous tipster for his time and effort. They're codes for some of the game's levels and here they come:

LEVEL 3-1 2ND QUEST: **I0FUSM**
LEVEL 4-2 2ND QUEST: **02VNW5**
LEVEL 5-1 2ND QUEST: **Q2XWG2**
LEVEL 6-1 2ND QUEST: **RWEFAQ**
LEVEL 6-2 2ND QUEST: **VYWMU7**
LEVEL 7-1 2ND QUEST: **Y3XKWJ**





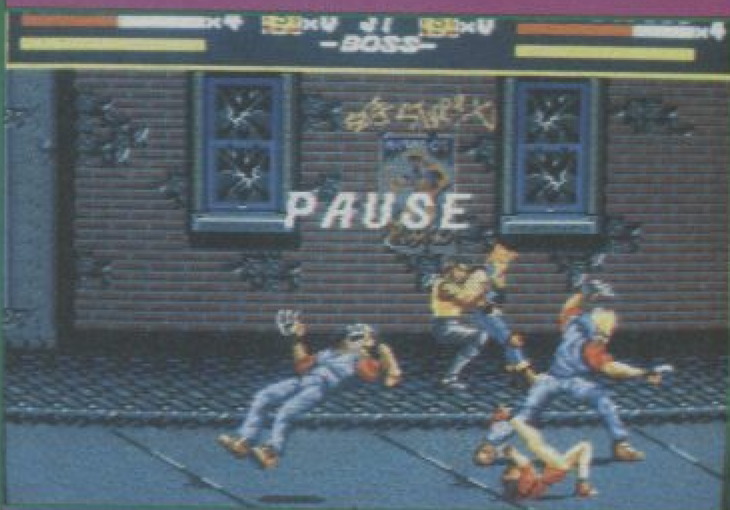


SPIDERMAN

Marvel's web-slinging wonder may be the tops when it comes to arachnoid fun and japery, but it would be handy if he could get to the fork-lift boss a bit quicker. Select Nightmare difficulty then enter the first-level warehouse. Go to the right, past the first thug and then past the dog. Jump onto the first crate and crawl to the right - you'll go through the crate and appear in front of the big man himself!

STREETS OF RAGE

A fine example of the beat 'em up genre, but how do you get loads of free points? No problem! After defeating the boss on level three, use your special weapon before he hits the ground and you'll receive a bonus of 5000 points!



AMIGA



ALIEN BREED

Alien destruction has never been easier, thanks to Josh Beck of London SW6 who's found that on deck two's Intex system, typing **BEWARE ALIENS SPADGE HAS DROPPED ONE** clears all the baddies. A classic and no mistake!





BABY JO

Not at all a rip-off of the Mario Bros style of game, this. Give them a shot - they should come in handy, considering they're from the programmers themselves!

LEVEL ONE: It's possible to jump onto the logs once they have finished rolling. Jump on the log in order to get to the cut tree trunk where the rattle is found. The first tree drops bonuses on you, but the second also drops weights and fridges which cause damage. After the first duck, kill the two worms and climb up the tree. Bonuses, arms and recharges can be found in the clouds. Fire at the tree over the mountain for extra bonuses. Walk on top of the black cloud to the right of the giant tree to find some nice surprises.

LEVEL TWO: Jump over the second bonus box - it's got a nasty inside! Above the chimney guardrd by the dwarves is a box containing a first aid kit. Fire on the cross to unblock the passage. In the mine above are an extra life to the left and a secret room to the right. In the big room full of lava that follows the wagon passage is a secret room, hidden half way up the wall on the right.

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LEVEL THREE: Flying ants and birds occasionally drop nappies. The mountain that blocks your passage contains two secret rooms. Climbing up a number of clouds after the picnic will lead you to a shortcut cloud. A super-nappy is needed to get to the cloud; it is in a secret room hidden in a cloud marked by a cross. The anthill is full of bonuses, but they are well protected by the ants. Start with the gallery below on the left in order to get the invincibility cape.

LEVEL FOUR: Climb on the roof of the first house - two rattles will be found in the clouds. Further along is a secret room, which is marked by a cross. Before the first road you'll find a number of clouds full of boxes. The last two are traps, though. A secret room can be found at the end of the second road. Another secret room is positioned after the dogs. Look for the cloud with the sign to get to it. And if all that's not good enough for you, here's the codes to each level.

LEVEL TWO: **YOUPI**
LEVEL THREE: **GLOUP**
LEVEL FOUR: **MUMMY**

CRIME DOES NOT PAY

Leigh Jackson, Yorkshire's favourite hotelier, has not only persevered with this rather poor collect 'em up mafia sim, he's found a criminal cheat to help you finish the game quicker and allow you to play something else! Pause the game and type **HALTBAKK IS KING**. Restart and infinite hoods will be at your disposal!





POPULOUS II

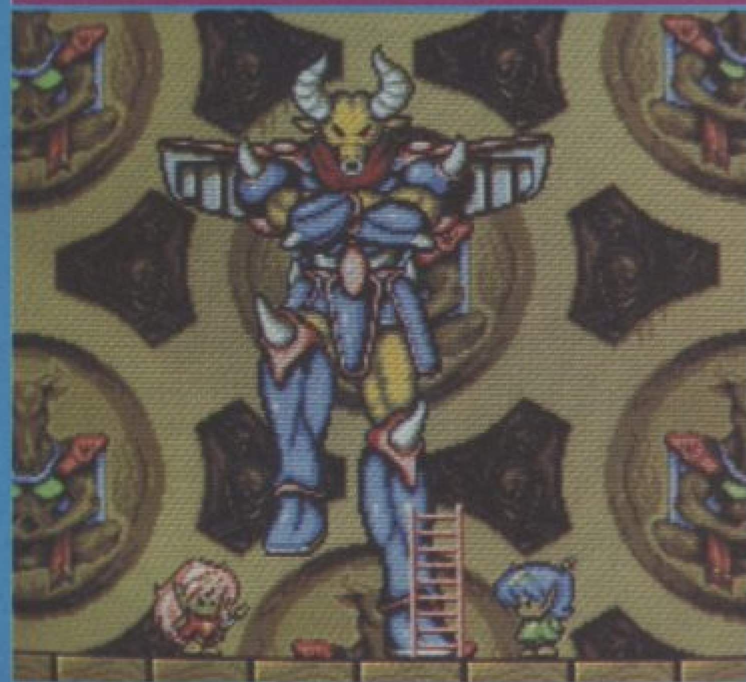
What about a code for the Create Deity screen in this acclaimed sequel? Enter stage left, Mr Sad from Perthshire. Just enter **IEADTHVCZMZNOSIF** and get creating! And if that's not good enough, here's a few codes for some of the levels, sent by Nick Coleman of Norwich!

LEVEL 20: **NGAF**
LEVEL 70: **OOOMAC**
LEVEL 103: **WOAGAG**
LEVEL 135: **AGPIAT**
LEVEL 180: **EGTIAG**
LEVEL 258: **LOLL**
LEVEL 341: **ITGHAG**
LEVEL 381: **LLLOAL**
LEVEL 440: **PIWOAB**
LEVEL 483: **HOACAK**
LEVEL 502: **IIHOAT**
LEVEL 560: **PEITAK**
LEVEL 639: **THEMAB**
LEVEL 680: **AJACAT**
LEVEL 740: **ADIS**
LEVEL 782: **UGHOD**
LEVEL 822: **IIATAK**
LEVEL 860: **DOAGAD**
LEVEL 902: **OOETAD**
LEVEL 940: **MEETAC**
LEVEL 995: **HOEM**
LEVEL 999: **WOITAB**



RODLAND

Blinking flip! It's unbelieeeevable, the amount of people who've sent in this cheat! I couldn't possibly print all the names (unless you only want a one-page Cheat Mode this ish!) so, if you were one of the millions who came up with the same tip, soz that your name ain't here, but there you go! Just press **P** to pause the game, then push the **HELP** key five times to receive those lives of infinity!





THE SIMPSONS

Instead of jumping on the phone box, use a coin in it. Bart will ring up Moe, making him very angry. When he comes out of the bar, spray him. Muchos gracias, Omar Haq from Manchester.







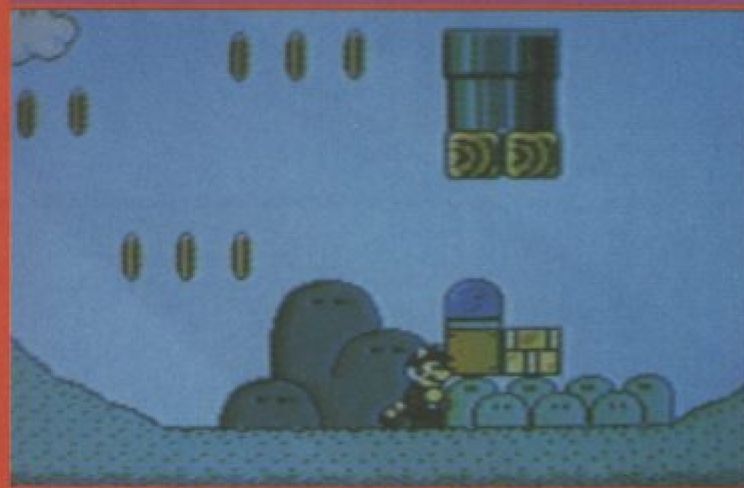
SUPER MARIO BROS 3

This 98% rated **CVG HIT!** stormed the charts, and rightly so. Even in Singapore it's an out-and-out classic, one of its biggest fans being Kenneth Zhu Wenliang who's got the following tips:

WORLD 1-1: Fly high in the air and, when you see the pipe, enter it. Collect all the silver coins except for three of them, then leave the pipe. Get all the coins on the ground and in the clouds. It should add up to around 37 coins. Pick up all the coins hidden in bricks as well and then get a star-card for a mystery event.

WORLD 1-2: Wait for about 4-5 Koopas to come out of the pipe. Mario (with racoon suit) will jump on any one of the creatures. Press **B** and **A** to make him jump very high into the air after killing a Koopa. Waggle your racoon tail to make a slow descent and land on the next Koopa. A slow landing gives time for more nasties to come out of the pipe. Keep jumping on the Koopas without hitting the floor - you'll receive points to start with but then you'll be awarded lives - 99 in all!

WORLD 2-4: Collect all the coins in this round and a star card to receive the anchor, which stops the boat from flying around.







RAD RACER

He's rad and he likes to race. He's Adam Parry and he's sent in this tip for that so-so NES road thrash. Choose your vehicle and then press **B** once for level one, twice for level two and so on. Then push **UP-RIGHT** on the control pad and **START** at the same time.



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SEGA MASTER SYSTEM



POPULOUS

Bit crap at this game and can't wait to try some of the later levels? Enter the following codes to experience the best in later level hilarity.

LEVEL	CODE
0100	CALEOLD
0199	KILLMEHILL
1999	ALPDEEND
2999	SEDENG
3999	SUZLOPDON
4999	KILLOGOAL

SUPER NES



CASTLEVANIA IV

Here's a poor diagram to go with this top tip from Doo Hee Kim of Riyadh, Saudi Arabia. On the last level, jump from the edge and land on an invisible staircase. Go down to earn a boomerang, shots and level boost!



PC ENGINE



SHINOBI

An old game, but a new tip from none other than that Selkirk star, Grant Lille. To kill the big boss at the end of level three, walk right up to him and jump over him to the other side and shoot at his head. He can't turn round to attack you and you'll defeat him with ease!

NEO GEO



SOCCER BRAWL

The CVG boys have been banging away on this one ever since it roared into the office, so here are a few ti-plets to be getting on with. 1. Always choose either Japan or Korea because they're the best teams. 2. Loose off a super shot from a few yards outside the penalty box exactly halfway up and it'll often go in. 3. Wait until the goalie's chucking the ball out and stand beside him. When he lobs it out, just header it back in - it's tricky but it works! 4. Don't play MC Greg Watson. He's loud when he loses and even louder when he wins.

PC £35

BY INTERPLAY/ELECTRONIC ARTS

Space. The Final Frontier. These are the voyages of the Starship Enterprise. It's five year mission: to seek out strange new worlds and new civilisations. To boldly go where no man has gone before...



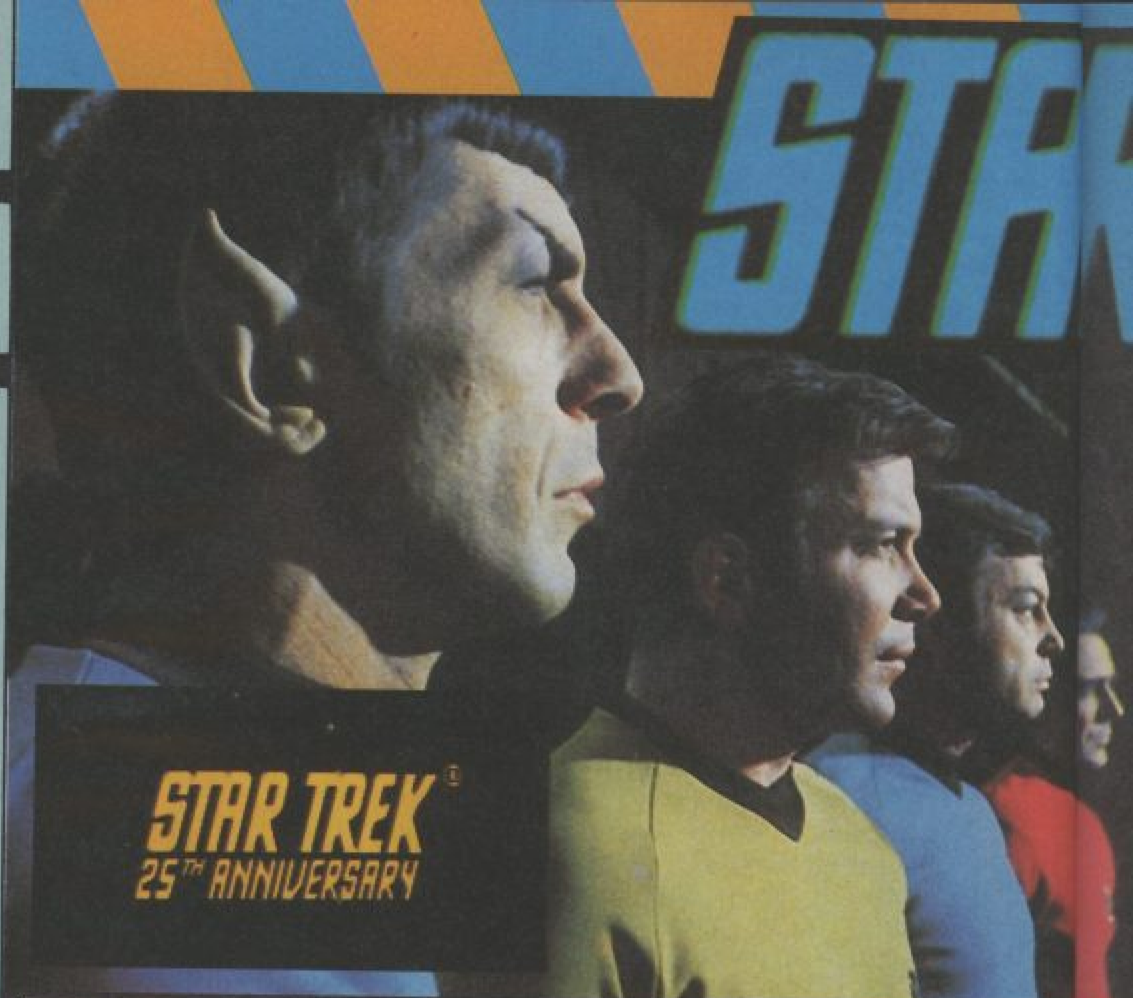
CVG. The Ultimate Games Mag. These are the boys with all the hottest stuff. Our neverending mission: to seek out fab new titles for cool Reviews. To boldly go where sad mags cack their pants...





This is it - THE game Trekkies the world over have been waiting for! We've seen some sad Star Trek games in the past, but Interplay knock spots off the lot and turn in a title which truly does justice to the show. Right from the incredible opening sequence, complete with classic music, through to the quick moral at the end of each mission, Star Trek is fantastic. There's a fantastic sense of being there because you control everything that goes on, and you just have to complete every task the Federation sets because, well, you're the Captain after all! Graphics and sound are both fab, with all the characters looking incredibly authentic - Kirk even sits the same silly way in his chair! Sound is a treat from start to finish, although a few more in-game spot effects wouldn't have gone amiss. Playability is where Star Trek scores highest, though. The game literally draws you into it and refuses to let go until you've completed every mission set and become a hero acros the galaxy. Well, it wouldn't do to let the side down. All in all, Star Trek is one of the strongest PC titles ever and you'd have to be as boring as Spock to miss it.

TIM BOONE



I CANNAE HOLD HER, CAPTAIN!

Star Trek. Probably the most famous TV series ever, it's a phenomenon that just won't go away! A quarter of a century ago your mum and dad thought it was the tops and your gran and grandad thought it was pretty brill as well. 25 years on and it's still just as good as ever. Fabulous plots, great special effects and the interplay between the characters all added up to the greatest slice of sci-fi you were likely to see on TV.



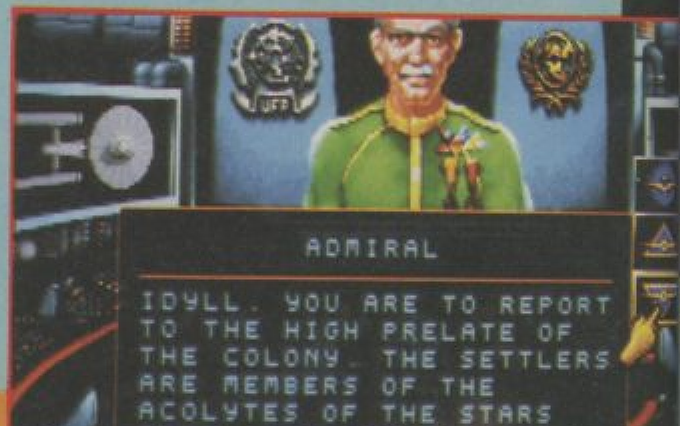
If you're one of those lonely and left out types who don't know the original show, James T Kirk and his pals sailed the galaxy looking for good deed to do on behalf of mankind. In their travels they'd run across all sorts of weird and interesting types and even a few Klingons - the deadly enemies of the Federation! Nowadays most of you will probably know Star Trek: The Next Generation - which is a damn fine show and no mistake. But it just doesn't compare with the original all-round brilliance of the original, which was a right old laff and has never been beaten!

THAT WOULD BE LOGICAL, JIM





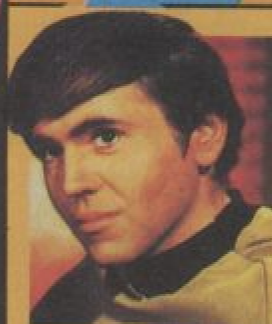
The game features a simple and novel control method which you'll quickly master in your travels about the galaxy. It's point and click with a difference, because you're controlling individuals on the flight deck and then on the planet. Sometimes people and things don't do quite what you expect, and sometimes they don't do anything at all! Well, what do you expect - you are Captain James T Kirk of the Starship Enterprise and they're all aliens after all!



AR TREK



REVIEW



Well beam me up and call me Spock! It's Star Trek on the PC. For about ten years now, there have been rumours and promises of mega Star Trek games. This is the first one to deliver. It takes all the best parts of the TV series formula and turns it into a top notch game. There are eight missions to complete and each one is like an episode of the series, complete with corny aliens and terrible scripts. It's all a good laugh though and the combination of arcade battle sequences and puzzle/adventure elements is top class. The graphics are in super mega VGA-o-Vision and look dreamy. The sprites are excellent, right down to the high heeled boots for the male characters. The music is a spot on rendition of the TV themes, with a smattering of groovy sound effects for good measure. It's time to suspend disbelief and boldly go where no man has gone before (at least, not on the PC). It's one of the most involving and entertaining games of its type and it's a top treat for Star Trek fans every where.

FRANK O'CONNOR

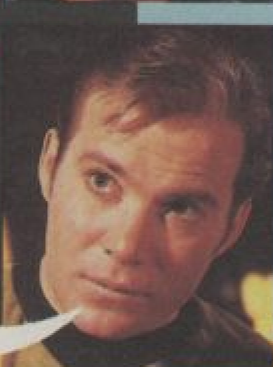


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I'M A DOCTOR, NOT A MECHANIC...

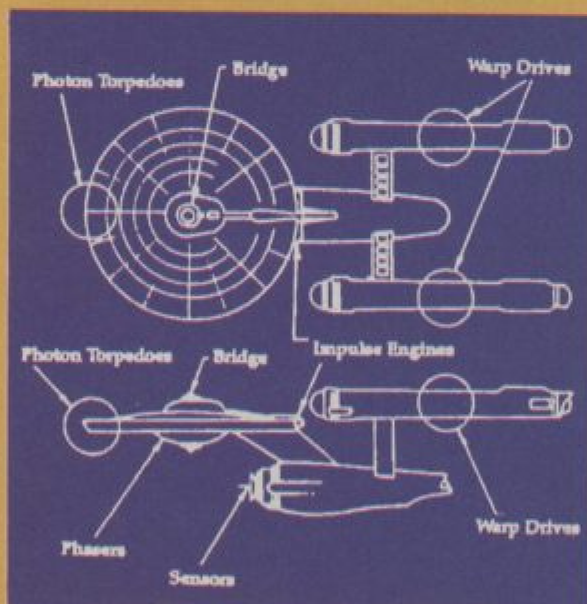




Broadly speaking, Star Trek falls into two parts - arcade and adventure. In the arcade sections you're inside the Enterprise, flying about and scrapping with all and sundry in glorious 3D technicolour. Come to a planet and the adventure section begins, in which you control Kirk and crew on their planetary ponderings and all-round do-goodiness. With stackloads of puzzles to solve and places to explore through eight very deep missions, you're guaranteed to be playing well intoi the night!

BEAM ME UP, SCOTTY

One of the most striking features of Star Trek is that it's so much like the original TV show! Obviously programmed by huge fans of the series, each mission is really like taking part in a complete episode! At the start of the game you're treated to the theme tune as The Enterprise whizzes about, and at the end of each mission the crew banter among themselves like they did on the telly! If that's not enough, there's even a moral to pick up from every tale. Now that's style!







PC	
GRAPHICS	93
SOUNDS	91
PLAYABILITY	92
LASTABILITY	93
OVERALL	93

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THE MANAGER

A football manager's life is not an easy one. Who to buy, who to sell and how to win the big match on Saturday! No siree, it's certainly not a bed of roses - but the rewards are great if the results are good. Keen Kennys and budding Brians can now experience life on the touchline in this, the latest offering from US Gold. Programmed by German soft-co Software 2000, The Manager puts you in that tracksuit and plonks you in the dugout, with instructions to take your team to the very pinnacle of the League. Starting in Division Three, use your skill and judgment to outfox and outplay the opposition in domestic cupties, European competitions and, of course, the bread-and-butter League.



▲ Drill that ball into the box!



Soccer management games have been firm favourites with the punters ever since the days of the original Kevin Toms footballing fiesta, Football Manager. A decade later and the things are still going strong! That said, there seems to be surprisingly few available for the Amiga - which is why The Manager is such a welcome newcomer on the scene. The beauty of such games is that, if they're done right, you can slip away for hours at a time and find yourself lost in a world of wheeling and dealing and the trials and tribulations that the likes of Souness and Graham go through every day. There's no arcade action, no fancy graphics (although the replay animations are quite cute), just honest, simple addictiveness which hits the player from the very start. It's quite easy to get out of the humdrum Third Division from where you begin, which is a good thing as you're eased in rather than thrown in at the deep end. But after that you can soon find yourself swamped by a mass of decisions which need to be made if you're to survive in the job. A super slice of strategy for footy freaks everywhere.

PAUL RAND

ON ME 'EAD, SON!

Money's got to come from somewhere, and what easier way to raise it than flogging off bits of hoarding around your ground? Sponsorship is an ideal way of raising much-needed moolah and usually there's a string of companies queuing up to have their logos splattered on bits of wood at the sides of the pitch. Remember though, that each deal is made on a contract basis and you can't just break a contract should you get a better offer elsewhere.

▲ Here's the manager - will he be there at the end of the season?



► Commodore showing no interest? That's unusual.

The MANAGER

▼ Don't worry - they'll be at the top come Easter.

▲ Rush should be much further forward than that!



▲ And the fat lad puts in his second of the season!

Football management isn't normally my cup of tea at all, but I gave this a chance and guess what...I fell in love. It's so gorgeous and lovely and sweet. I just want to hug and squeeze and fondle this game for the rest of my life. The inclusion of all the top European clubs and players, as well as the brilliant control method make this a joy to behold. The graphics are slick and professional considering past efforts at this style of game. Sound wise, it's a dead loss. Not much in the way of funky music and even less in the way of smart sound effects. The odd crowd noise is about the limit. Fortunately, the playability saves the day. There are about fifty squillion options available and you can customise both teams and kit to suit your taste. If you're Graeme Souness and it all seems too easy, then you can turn up the difficulty level too! Guiding your initially spacky team through the trials and tribulations might not sound like a laff riot, but it's deeply engrossing and eventually enjoyable. To put it plainly, it's the first time I've come even close to enjoying a footie management game.

FRANK O'CONNOR

MAN ON! MAN ON!

The most important aspect of any football manager's job is team selection - which of your line-up of lads to send out of a Saturday afternoon. Choose eleven players from your squad, along with up to four substitutes - just in case your well-laid plans go up in smoke halfway through the game and you need to make drastic changes to save the match and your neck!

▲ Ian's injured - but Stevie Mac's more than happy in that position.

▲ Manager's rules number one - don't let a defender near the goal.

CVG HIT

ON THE WING!

To keep your players at the peak of their abilities, they need regular training. The training options screen lets you alter each aspect of the programme separately, from general fitness to accuracy of shooting. And, if you want to give your team that extra bit of oomph, you could book them into a swish training camp - but the prices aren't what you could call reasonable!

▲ The boss done great, according to the graph.

GO ON REF, BOOK 'IM!

When it comes to match day, it's the boys on the pitch who matter, but you can influence the final outcome a little. If things aren't going your way, try a substitution or two. If the scoreline is still looking quite disastrous, a quick change of tactics can sometimes work wonders. And, if all else fails, tell the players to work that little bit harder by adjusting the Struggle bar.

Come on you Reds! ▼

▼ All the club badges are real!

WHO'S THE BAR STEWARD IN THE BLACK?

The stars of the third division quickly become the donkeys of the second, which is why buying and selling is an important part of any football manager's job. The marketplace is awash with fresh, young talent and seasoned veterans, and it's up to you to decide who will be best for your side. A new player costs money, though, and you'll need to balance the books by selling one of your men; be sure to get the best price and don't be tempted to go for the first offer that comes along.

AMIGA	
GRAPHICS	76
SOUNDS	NA
PLAYABILITY	91
LASTABILITY	93
OVERALL	91

MEGADRIVE £35

BY SEGA

There's a bit of trouble at the local arcade! The latest machine has been causing a bit of a stir. Every now and then, the coin-op sucks people in and whisks them of to a computerised prison. Fortunately for the local children, a hero is in their midst. Kid Chameleon! Defender of truth and justice and top quality shape shifter! Kid Chameleon knows no fear and decides to beat the machine at its own game. He heads down to the arcade and into the heart of the video nightmare in a last ditch attempt to save the lost kids. The plot is straight out of Tron and the gameplay is straight out of Mario. You control a small cute sprite with impressive jumping abilities. Kid Chameleon is so named because of his special magical power. By head-butting a special magical block, Kid can transform from an ordinary boy into a superhuman warrior. Just as well, because the Videoland countryside is swarming with filthy alien space crustaceans. Each transformation brings a different ability, you could be a Samurai, a Knight of old or a plain old sprog. You have to decide which form is best for which level and only you can save the kids!

BOUNCING BOX BONANZA

There are tons of boxes dotted around the landscape. All of these contain something useful, usually point-giving gems. Sometimes the boxes contain a helmet which will aid your chameleon-like abilities. Often, a clock will fall from a box, this gives the player those vital extra seconds to complete a level. Be careful about jumping on boxes when you're a knight though,'cos he usually falls straight through them to his doom.

Kid Chameleon his special Samurai disguise. ▼

BEAM ME UP SCOTTY

On certain levels, you'll find teleport pads. These disc shaped platforms give you the chance to enter bonus levels. Gain points and power-ups and warp out again. Not exactly secret levels but very useful for totting up those extra points!







Kid CHAMELEON



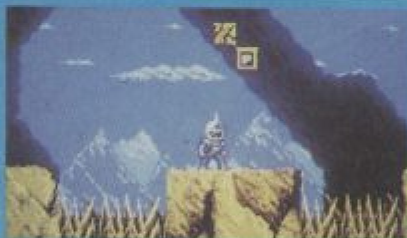
Sega's latest release has a very unusual graphical style. It doesn't really look like a console game at all, more like a 16 bit computer title. The gameplay however, is not very unusual at all. You'd think that a company with Sega's clout and reputation would be able to turn out something better than a cack-handed Mario clone. This is so obviously ripped off, that Sega should be shuffling their feet in embarrassment. The only way to copy a game successfully, is to improve the original. This game doesn't come anywhere near it. The inclusion of the Chameleon power is a nice touch, but it's all been done before. The area you have to explore is huge, but the incentive to actually wander about is minimal. There's no atmosphere and no tension. You can simply wander about without very much happening at all. The baddies are simplistic and often far too easy to beat. The music is a bit scabby as well, all doom and gloom and not very fitting for the cutesy graphics. If you really want another platform game and this is the only one you haven't got, then by all means get this, otherwise try Sonic or Robocod first.

FRANK O'CONNOR

CHAMELEONIC ESCAPADES

Har, har! Those baddies are no match for the Kid, especially with smart Chameleon-like powers. Chameleon Kid can turn into tons of different heroes. The samurai has a sword he can bash the baddies with, while the Knight can climb walls. The Hockey Mask enables you to fling axes and the Rhino mask allows you to demolish walls while charging. The best of all though, is the super space suit. This endows the wearer with a smart laser beam that almost fills the screen.

You're almost at the end of the level dude! ▼





NOTHING LIKE MARIO AT ALL

Oh yes it is. It's probably complete coincidence and entirely accidental, but Kid Chameleon is more than a bit similar to Super Mario Bros. It's got all the main elements. Running, jumping, hidden bonus blocks, the lot. The only original thing about Kid Chameleon is the plot. Oops, sorry, that's a rip off of Tron.

MEGADRIVE	
GRAPHICS	83
SOUNDS	82
PLAYABILITY	81
LASTABILITY	79
OVERALL	80

OFFICIAL U.K. HIGH SCORES

DEAR LIMPWRISTS,

Well, we're starting to emerge from a long cold Winter. The sun is coming out and it's nice and warm outside...so how come you're still sat in front of the telly playing video games? I'll tell you why, it's because you want to beat last month's massive high scores! There are tons of new games about, especially on the Megadrive and Famicom and the scores are finally starting to creep in. I expect some great improvement shortly, or I'll have to impose some discipline!

SADIE



AMIGA

Well, there are probably a fair few dudes and dudettes out there who've completed Switchblade 2, but Colin "Spin" Chinery from Chigwell in Essex was the first to send in proof. If you reckon you can beat Daniel Hazelwood's smart Lotus Turbo score, then get racing and we'll see you here next month.

SWITCHBLADE 2 Colin Chinery, Chigwell, Essex	COMPLETED
DOUBLE DRAGON Richard K., Thornbury, Avon	121,560
NAVY SEALS Christopher Towers, Somersham, Cambs.	60,400
LOTUS TURBO Daniel Hazelwood, Totnes, Devon	205 HARD
CHUCK ROCK Syed Amir Abbas, Riyadh, Saudi Arabia	441,200 COMPLETE
BLOOD BROS Anders Rostrup, Vogg, Norway	565,800
PREHISTORIK Syed Amir Abbas, Riyadh, Saudi Arabia	358,731 COMPLETE

SMASH TV Lee Osborne, Bury St.Edmonds, Suffolk	359,490
NARC Frank Hughes, Birkenhead, Merseyside	COMPLETE 1 CREDIT
RAINBOW ISLANDS Dr. Phil Garfit, Camborne, Cornwall	20,083,650

ARCADE

Oow! Matt Yeardley from Handsworth has been Moonwalking all over town. He's Moonwalked so much that he completed Sega's amazing coin-op with one life and no continues. Now that's what I call music!

MOONWALKER Matt Yeardley, Handsworth, Sheffield	COMPLETED
STREETFIGHTER 2 Runar Gunnarsson, Reykjavik, Iceland	COMPLETED WITH ALL FIGHTERS

GAMEBOY

Jacob McClure is currently Britain's top Nintendo golfer as he rockets into the nineteenth hole for a medicinal tipple. 20 under par on the Japanese course is quite an achievement! Old favourite Tetris sees a massive 123 lines from David Lindsay in Kinky Kincardinshire.

WWF SUPERSTARS David Lindsay, Kincardinshire	COMPLETED
NINTENDO GOLF Jacob McClure, Torquay, Devon	-20 ON JAPAN

BILL AND TED Steven Lewsey, Dunbartonshire, Scotland	COMPLETED
TETRIS David Lindsay, Kincardinshire	123 LINES
SUPER MARIOLAND Jade Todd, Orelia, Western Australia	43,960

MEGADRIVE

Joe Montana 2, the speech packed pretender to Madden's crown has finally entered the high score chart. Feargal Dooley's massive score against the LA Raiders gives him the first and so far highest entry for this fabbo game. If you think you can give the Raiders a worse drubbing, then get down to the post office pronto!

JOE MONTANA 2 Feargal Dooley, Salford, Manchester	MIAMI 81 RAIDERS 0
JOHN MADDEN Scott Potter, Ridgewood, Uckfield	ALL MADDEN 96 ATLANTA 3
SHADOW DANCER Jonathan White, Leigham, Plymouth	1,094,000
SUPER HANG ON Scott Potter, Ridgewood, Uckfield	212,487,500
WORLD CUP ITALIA 90 Daniel Mardell, Hadleigh, Essex	WON WORLD CUP USING JAPAN
MOONWALKER Brian Todd, Dundee, Scotland	COMPLETED
AFTER BURNER 2 Marcus Wallbank, Stevenage, Herts	79,204,321
STREETS OF RAGE Paul Dytham, Burton On Trent, Staffs.	852,000
SPIDERMAN Paul Davies, Rochdale, Lancs.	146,875

PC ENGINE

Not much change on the PC Engine front this month, with sad Evander McIver still holding the Gradius score. Even more respect is due to M.C. Gregski for beating last month's PC Kid score. Apparently he was dissin' and kickin' in the house when he beat it. Rave on Gregski.

PC KID 2 M.C. Gregski, Priory Court, London	1,036,050
GRADIUS Evander McIver, Fountainbridge, Edinburgh	COMPLETED 1 LIFE
SCI David Wheeler, Caerphilly, Mid Glam.	2,177,300
NAMCOT BASEBALL Kip Murphy, Irvine, Scotland	18-0
BATMAN Itchy Smith, Stratford, London	999,999

NINTENDO

The spectacular teamwork of Jon Hill and Steven Richards has reaped rewards as they thrash the computer at Nintendo World Cup. Duck Hunt, that crusty old light gun game has turned up for the first time in ages with Andrew Norman reaching a very impressive round 22. I want to see some scores on Battletoads for next month though, it should be in the shops by the time you read this.

NINTENDO WORLD CUP Jon Hill and Steven Richards, Kidderminster	COMPLETED
DUCK HUNT Andrew Norman, Bridgewater, Somerset	ROUND 22
DONKEY KONG JNR Andrew Brent, Crawley, Sussex	103,300
DUCK TALES Neil Whitehouse, Park Farm Estate, Wolverhampton	COMPLETED
MEGATWINS Richard Spector, Bournemouth, Dorset	COMPLETED

SEGA

Operation Wolf got its ass kicked by Leslie Anderson and if you think you can beat that then get playing. Some of these Master System scores have remained unbeaten for ages and it's about time they were toppled from their thrones. Let's see some Alienstorm scores next month, or even Line of Fire!

SONIC THE HEDGEHOG Tom Wilson, Coatbridge, Scotland	254,000
MICKEY MOUSE Richard Nind, Coventry, West Midlands	856,750
GOLDEN AXE Tom Wilson, Coatbridge, Scotland	190,2 (COMPLETED)
OPERATION WOLF	335,217

SUPER FAMICOM

I asked for Joe and Mac scores last month and that's exactly what I got this month. There were some fairly awesome scores, but Sam Rkaina from Horndean came tops with a massive score and total completion! WWF and Super Off Road scores next month please!

JOE AND MAC Sam Rkaina, Horndean, Hants.	114,900
JERRY BOY Gareth Trotter, Edgeware, Middx.	190,990
GEOMAN WARRIOR Sam Rkaina, Horndean, Hants.	COMPLETED
AREA 88 Roger Scott, Brighton, E.Sussex	612,800
SUPER FORMATION SOCCER Michael Greenow, Solihull, West Midlands	9-1 VS BELGIUM

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

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GAME...SCORE...
GAME...SCORE...

NAME:...
ADDRESS:...
....
TELEPHONE NUMBER: ....
MY MACHINE IS:...

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SUPER NES £TBA

BY ACCLAIM

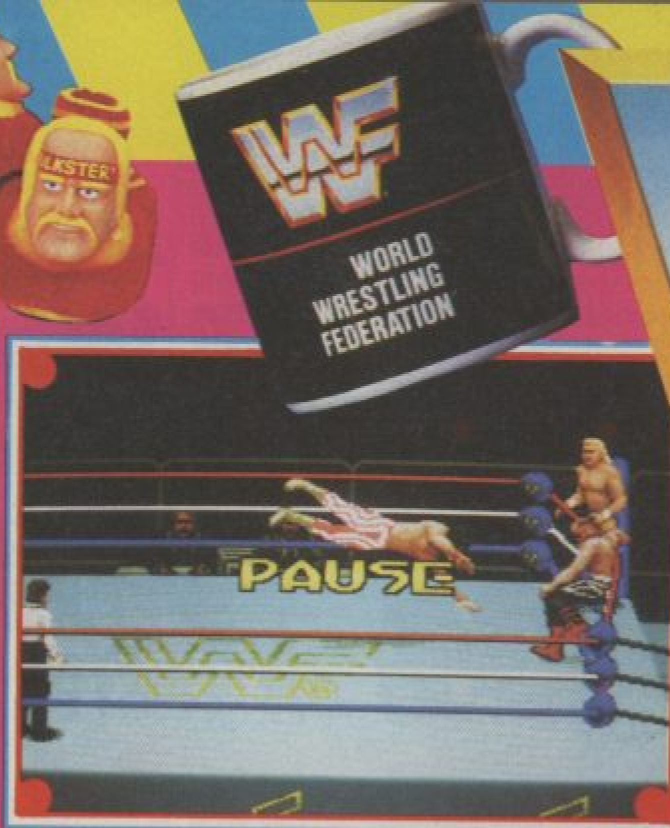
They're rad, they're bad and they're totally mad! It's the World Wrestling Federation - and some of the craziest wrestlers of all time! Everyone remembers the sad, shambolic wrestling that used to be on telly on Saturday afternoon. It was a bit pathetic, with fat middle aged men throwing each other around wearing daft costumes. WWF is a whole new ball game. It's loud and proud and it has to be the sport of the decade! Massive wrestlers from all over North America compete to win the prized WWF belt, the ultimate status symbol. This SNES version lets you control all of your favourite WWF characters, including Hulk Hogan, the Undertaker, Sid Justice, Ted De-Biase and lots, lots more. The game takes the form of a beat 'em up, with the emphasis on throwing rather than punching and kicking. You can use the ring to your advantage too, bouncing off the ropes or climbing the corner posts. If the action inside the ring gets too intense, you can even climb over the ropes and carry on fighting in the lap of the audience! The fighters all have similar moves and there are all kinds of play options, including simultaneous two player head to head for bonus laffs.





How can you go wrong with a license as big as this? Acclaim have done an amazing job of bringing the thrills 'n' spills of WWF Wrestling to the small screen. This fabulous conversion has all the best wrestlers and all the best moves. The play options are superb - you can have a straight one on one fight with a mate, match up your two favourite wrestlers or even go tag team for a full blown tournament. You can also mix and match, so you could have the Natural Disasters fighting each other! Graphics are excellent, with groovy digitised pictures of the WWF heroes and superb animation throughout - you can really recognise the wrestlers from the sprites. Sound-wise, this is a treat, there are tons of guitar twanging intro screens and the sampled grunts and snorts as the wrestlers fight are totally brill. The control method is groovy, the SNES control pads being perfect for this kind of game. Best of all though, is the two player mode: fighting a mate is a laff riot which will cause no end of arguments when you throw your pal out of the ring and jump on his head from the corner post!

FRANK O'CONNOR



◀ *Ere, where did you go?*

A FEAST OF WRESTLERS!

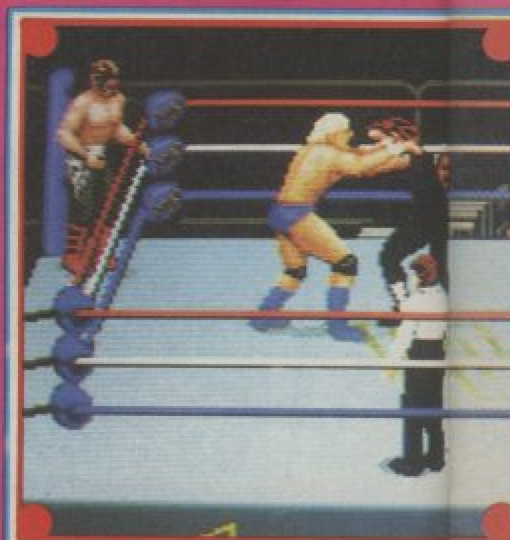
All you WWF fans are probably wondering who the available wrestlers are. The list is as follows: Hulk Hogan, The Undertaker, The Natural Disasters, Legion of Doom, Million Dollar Man, Jake the Snake, Sid Justice, and Randy Savage. One slight niggle is that they all have the same moves - but it does make them all equally matched. Whaddya want, blood?



▲ *That's my sister you're talking about...*

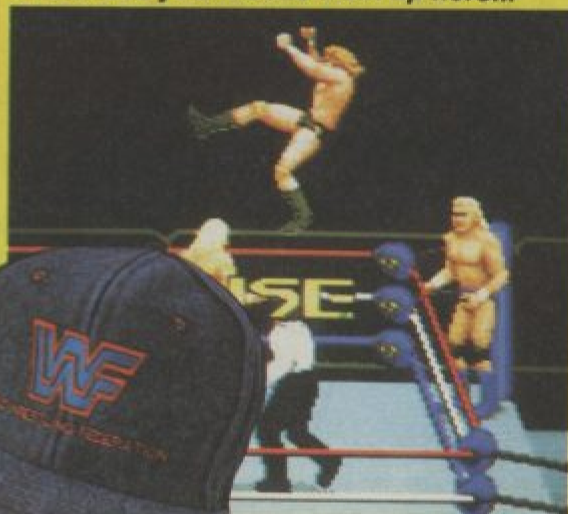


▲ *Do you know the hokey kokey?*



▲ *What did you say?*

▼ *I can see your house from up here...*

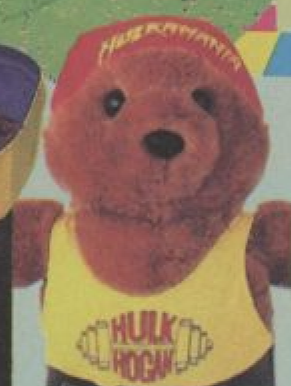


TAG TEAM TACTICS

One of the best features of WWF is the wealth of play options. Go one-on-one or choose to fight in a tournament. It's the most involved of the bunch and it's called the Survivor series. Tag Team is another option and this is just head to head fighting with your choice of two wrestlers in a tag team match. All of these options are available for one or two players - Hurrah!

EVIEW



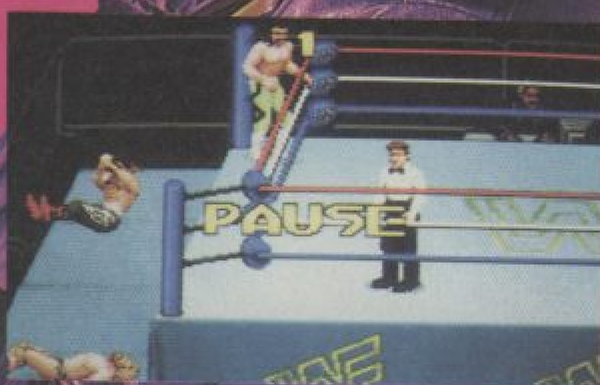


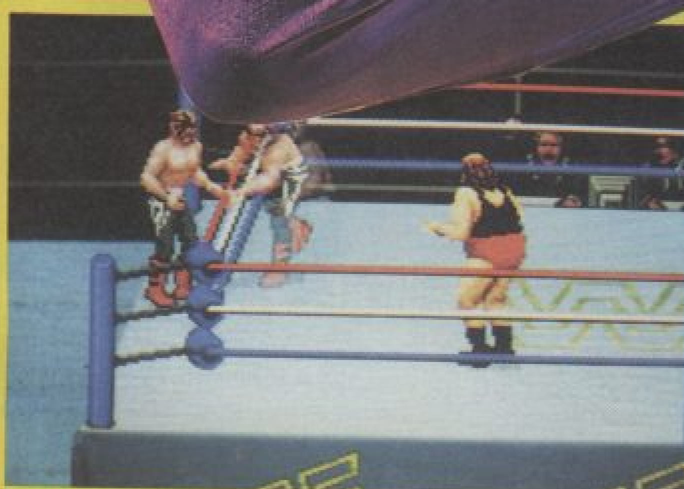
WOW! This has to rank as the best two-player wrestling game anywhere! It really is the business when it comes to one-on-one laffs and somehow the programmers have managed to capture the spirit of the actual sport and all its thrills 'n' spills as well! Graphics are the tops: each wrestler is so life-like you might think you were watching the telly, and it's a real treat to discover and perfect the moves at your disposal. In one-player mode the game can be a tad disappointing, but play against a mate and this cart takes off with such a vengeance it practically goes into orbit! Whack your pal in the gob, stun him with a good hold, finish him off with a decent body slam and chuckle with glee as he rolls around on the floor. Just like WWF itself, the action takes place inside and outside the ring and just like the sport you can never be sure you've actually won until the ref counts the other geezer out! This is what WWF fans the world over have been waiting for, and you'd have to be stark, staring mad to pass it by!

TIM BOONE

go?

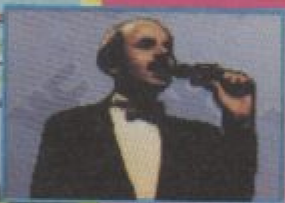






Who says I'm easily annoyed?





...much more than this, I did it My Way...

SLAM BAM THANK YOU MAM!

Each wrestler has the same selection of moves. You can punch, kick, flying kick and throw through different combinations of direction and fire buttons. If you manage to floor an opponent, you can pin them for a count of three (if their energy is depleted). You can also jump on them from the corner posts and stamp on them when they have fallen. Best of all though, is the straight-arm clothesline - very hard to do but very impressive!

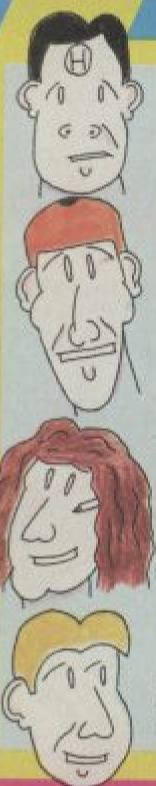
SAD CVG WRESTLERS

TIM BOONE: I like the British Bulldog 'cos he always goes over the top when he wins, even if he's not in the bloody game!

FRANK O'CONNOR: The Undertaker's my main man because he has a smart outfit, clean fingernails and always changes his underwear.

JON BILLINGTON: I like The Million Dollar man 'cos he's rich and he's crap. I'd like to be rich and I'm crap as well.

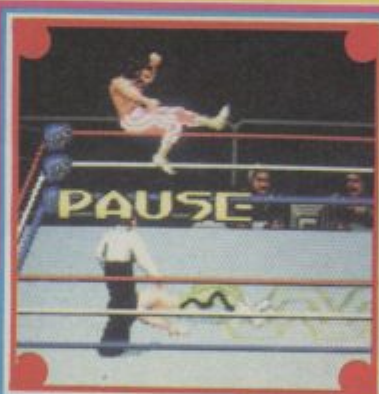
PAUL RAND: My fave is Sid Justice because he's got horrible bright yellow hair, just like mine.



Thanks to David Adamson from Clwyd for the pix!







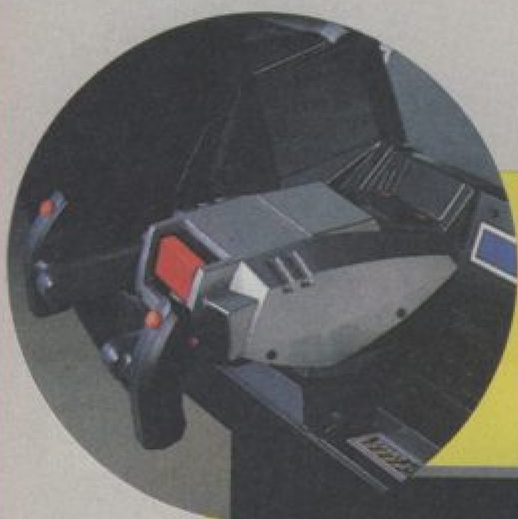


SUPER NES

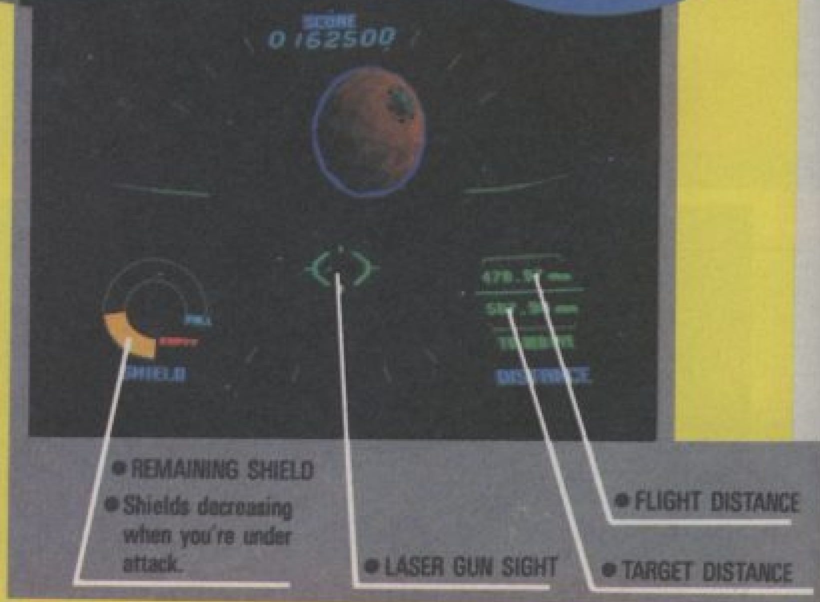
GRAPHICS	85
SOUNDS	88
PLAYABILITY	90
LASTABILITY	91
OVERALL	90

ARCADE ACTION

The storyline to this new first-person 3D perspective showpiece coin-op as detailed in Namco's glossy press information pack reads exactly like this: "One day the Federation of Planets communication networks catched the transmission from out side of the galactic system saying "Warning to the Federation of Planets System! Surrender immediately and be under our control! Otherwise your system will surely be destroyed!!". The enemy task force mechanized planet "RED EYE" was approaching our mother planet and just about to get us within range of "WAVE CANNON", and attack weapon of "RED EYE". The Federal Government asked the UGSF their help to neutralize "RED EYE". In order to attain the purpose, UGSF plans the strategy called "STARBLADE"." What this basically means when you translate it into English is that an enemy force is attacking Earth and you've got to stop them with your spaceship! Now why couldn't they just say that to start with?







KINKY SEAT!

If you fancy tickling your fancy with a vibro-massage, take a seat in Starblade's cockpit and let the enemy blast you to bits. Every hit sustained makes the seat jolt and vibrate like crazy. Wheee!



ST



GET YER GUN

The object of Starblade is to simply blast anything that gets in your way using the laser gun mounted in front of the screen. The actual spaceship is flown automatically and makes its own way through the game - you've got to shoot down anything hostile before if launches missiles or fires laser bursts at your craft.

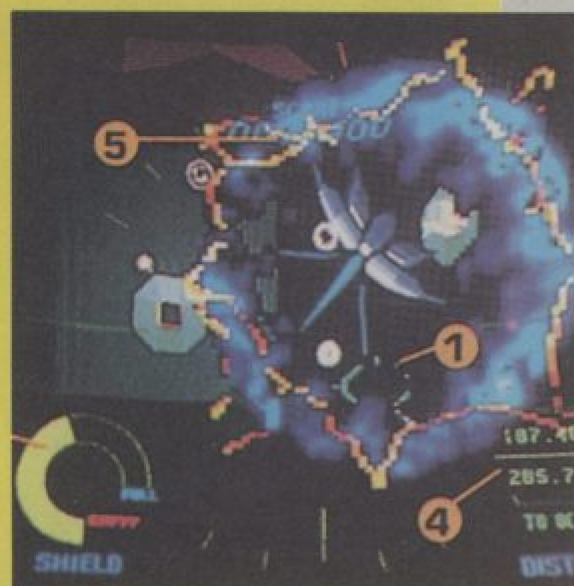






A TRIO OF MISSIONS

There are three levels to test your skills. First is the assault on Red Eye, which takes you through fleets of enemy spacecraft. Then it's a battle against the massive battleship IceBerg. Finally things get really tough as you take on the enemy command ship!



ARBLADE

ARCADE ACTION



When it comes down to the basics, Starblade is simply an Operation Wolf game with knobs on. But those knobs are certainly big and shiny and give this jaded format a whole new lease of life. The graphics are absolutely outstanding. Couple them with the incredible quadraphonic sampled sound and vibrating cockpit and you really feel like you're participating in some kind of a blockbuster sci-fi movie! It's a truly exhilarating experience! My only gripe is that the game is exactly the same every time you play it, which reduces the lasting appeal somewhat and makes the game easy to complete if you're good at remembering where things are. If you'd been able to actually control where you go like Star Wars rather than just follow the same course each time you play and there'd been more random element in the gameplay, Starblade could well have been the greatest game ever written. As it stands it's a very enjoyable game that gets dull much quicker than you want it to. Perhaps Starblade II will provide the goods?

JULIAN RIGNALL

STARBLADE™







HEAD-UP DISPLAY

The ship's head-up display shows some vital information. On the left is a circular shield indicator which shows the current shield strength. It's depleted every time a hit is sustained, and when it's completely diminished the next direct hit results in the ship being destroyed. On the right are two items of flight information. The upper readout shows the distance travelled while the lower one indicates how much further you have to go before you reach that particular mission's objective.

ARCADE

GRAPHICS	98
SOUNDS	98
PLAYABILITY	95
LASTABILITY	76
OVERALL	87

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THE MICROSELLS cont.

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PA

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THE MICROSELLS cont.

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COMMODORE 64 for sale with over 100 games for £60-£70 or swap for Gameboy with couple of games. Call Andrew on 50861 (Rainham).

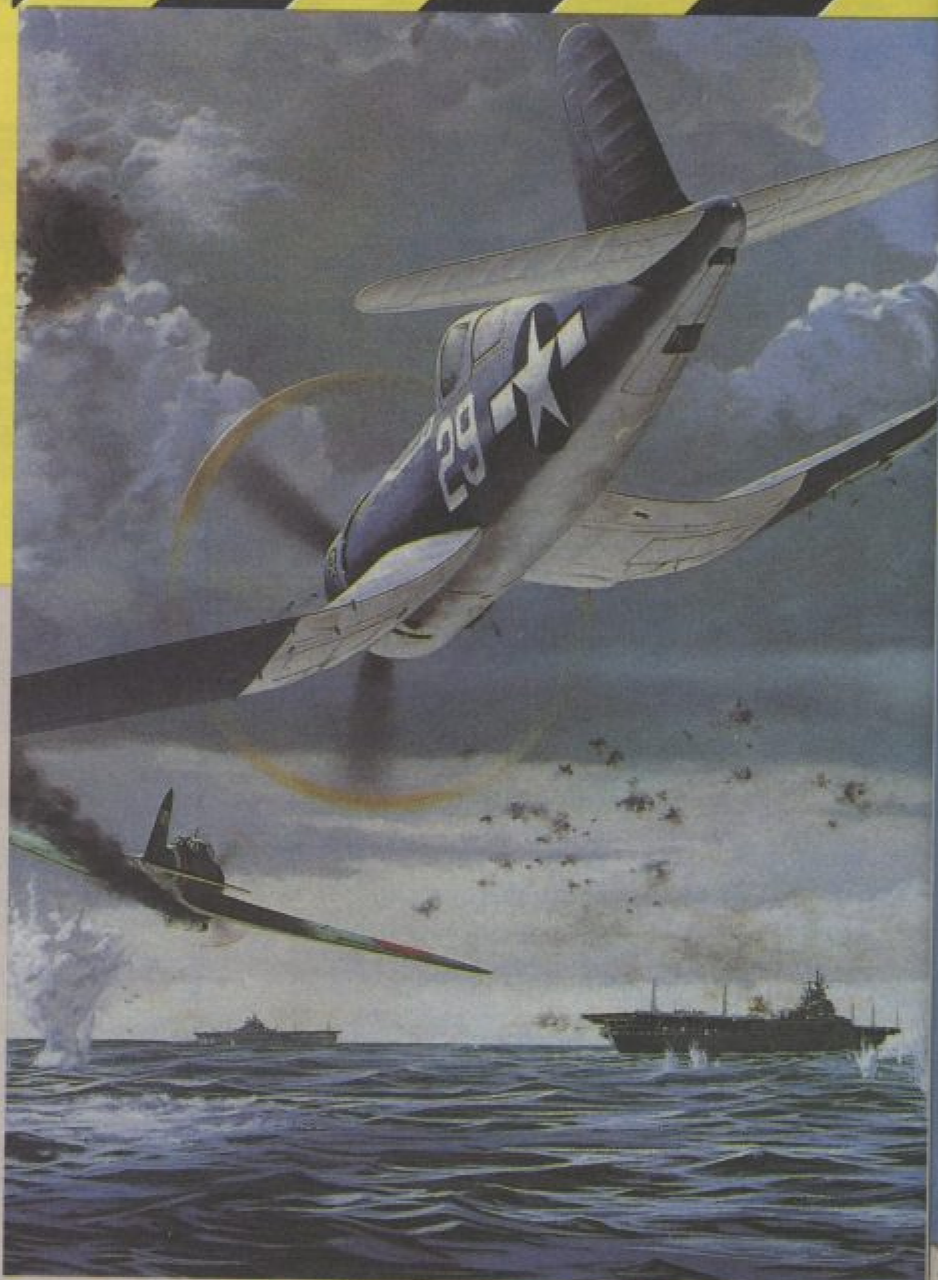
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GET YOUR GEAR HERE!

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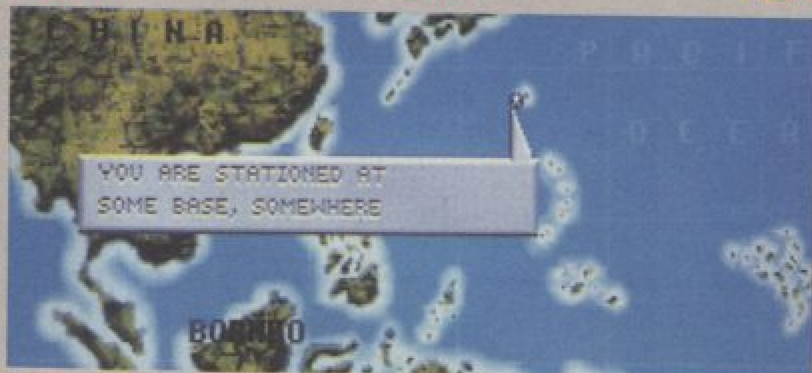
PREVIEW



DYNAMIX

What's blue and smashes into the sea in flames? It's an American fighter plane after my Zero's shot it down. Hooray! Dynamix new flight sim is set in the Pacific in the second world war as the battle for the skies rages between Japan and the USA. You can take either side as you soar over sea and land. There are tons of missions including bombing runs, air-sea combat and good old dogfighting. The game is a historical sequel to the spectacular Red Baron, but with improved graphics and much more detail. There are absolutely tons of missions and the area you have to cover is absolutely huge! The game supports all kinds of joystick and controller doobries and the usual stuff like outside views. Best of all is the speed and playability. Although the game is extremely accurate, the very nature of these crusty old fighters makes them a joy to fly. It's a barrel roll of laughs and looks set to be one of the best flight sims this year!

VERSION	DATE	PRICE
PC	39.99	TBA
AMIGA	TBA	TBA







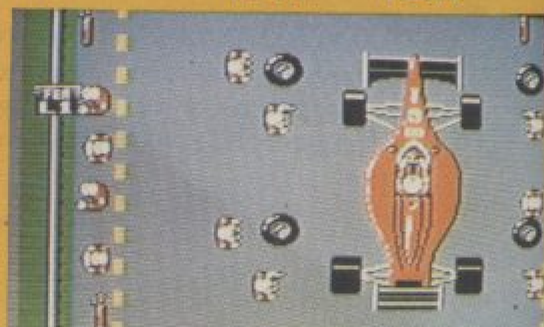


FERRARI FORMULA ONE ACCLAIM

VERSION	DATE	PRICE
NES	TBA	TBA



Ask anyone what their favourite car in the world is and nine times out of ten it'll be a Ferrari. Now Acclaim bring you the fastest Ferrari of all, the Formula One racing car. This new NES racing simulator has been programmed by System 3, the guys who brought you classics like the Last Ninja and International Karate. The game is a racing sim in much the same mould as that old classic Pole Position. You first have to qualify for your starting position in the race and then obviously win the race. An in-car radio gives out information as and when you need it, so it's a crazy dash for the chequered flag dude!



PRE VIEW











Lurch, Gomez, Uncle Fester, Morticia, Wednesday, Pugsley, Granny and last but not least, Thing!. These are the main members of the Addams Family and they're all about to turn up in various 16 bit guises. The best and most important of which is the Super NES version. The game is being programmed in house by Ocean themselves and the results so far are quite startling. The version we saw was almost entirely complete and it looked excellent. You control Gomez as he wanders around the grounds of the Addams mansion. All the memebers of the Family have gone missing and Gomez quite understandably wants to get them back. Lurch is the only one left and he's too depressed to help, he just sits at his harpsichord and plays dreary tunes. It's a platform game of immense proportions and it borrows all the best ideas from Mario and Sonic. The reult is a fast, playable and stunning looking scroller with groovy music and smart FX. This game has more secret rooms than the Addams mansion and apparently covers more than a thousand screens of action. The Super NES version features tons of sprites (and doesn't slow down) while the Amiga version should be identical except for the parallax backgrounds. With a password system for continues and some of the smartest SNES graphics yet, this should be a real treat. Full review as soon as we get it!

VERSION	DATE	PRICE
SNES	TBA	TBA
AMIGA	TBA	£25.99













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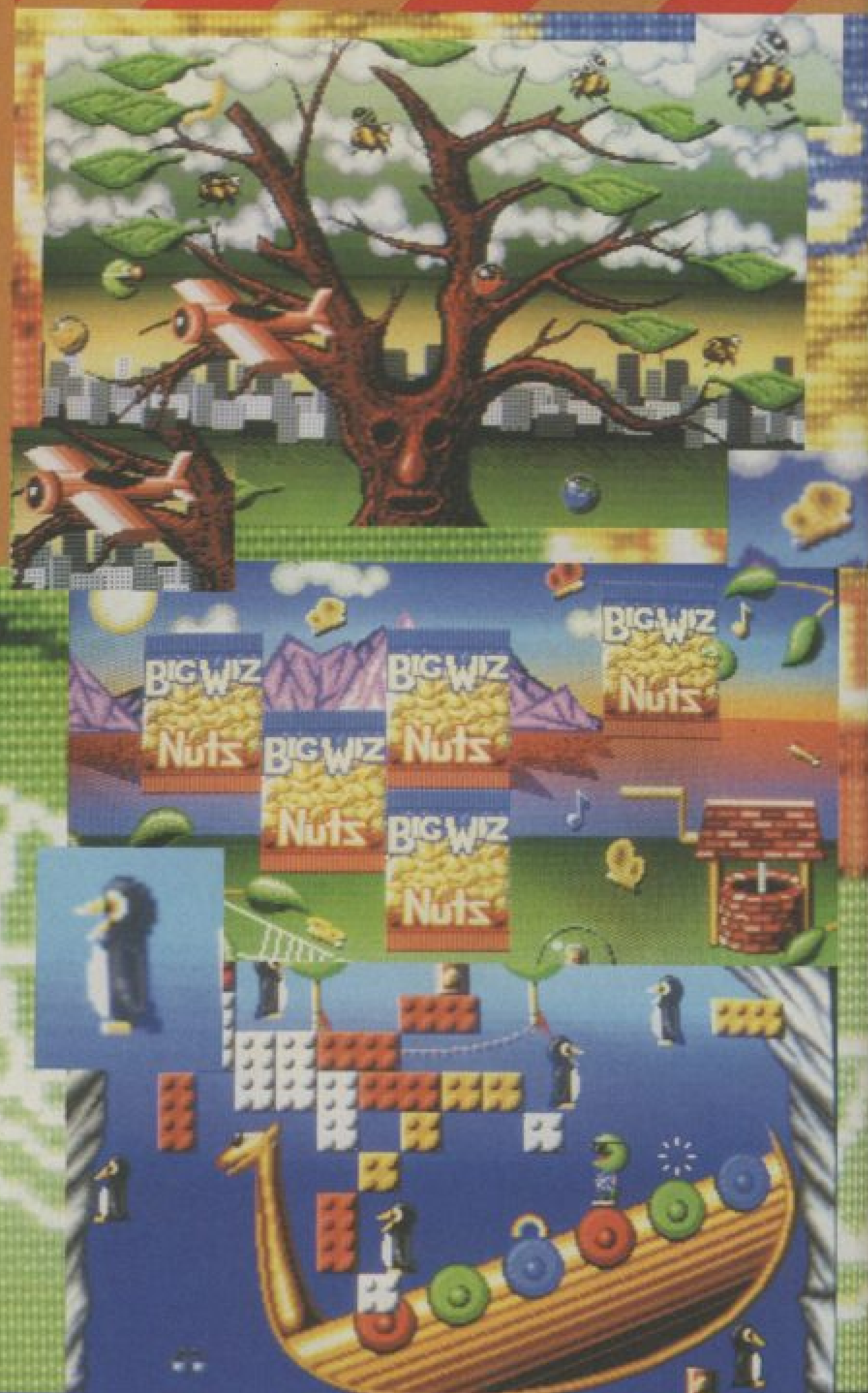
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PREVIEW



WIZKID
OCEAN

What's green and bouncy? A rubber bogey! What else is green and bouncy? Wizkid, that's what! Anyone over the age of fifteen might remember a game called Wizball which appeared on the 64 about ten million years ago. It was an instant classic and after all this time, a sequel has turned up. Those boys at Sensible Software have been beavering away at it for yonks now and it's almost ready. Anyone expecting a straight rehash of the original horizontal scroller is in for a big surprise. It's an arcade puzzler with elements of Arkanoid, juggling and platform antics. The main game involves you clearing a screen full of baddies by whacking them with bits of scenery. A sub-game sees your disembodied head growing arms and legs for a spot of platform puzzling. This section is a real brain teaser and can only be reached by collecting a series of musical notes. The graphics as you can see are colourful and original, while the music and sound effects are spot on. The game will be released shortly from Ocean and it's gonna be a biggie!

VERSION	DATE	PRICE
AMIGA	TBA	£25.99

SENSIBLE SOCCER
SENSIBLE SOFTWARE

When you release a new soccer game, comparisons are always going to be made with the undisputed king of the genre, Kick Off 2. Sensible Soccer (from Sensible Software) looks set to change all that. The boys at Sensible have been playing all the great soccer sims of our time and trying to work out the pros and cons of each. What they've arrived at, is the game with (they reckon) the best control method for any footie game ever. I've been up to visit the Sensible boys just to have a go and so far it's fab! The game has all the usual options and features, such as after touch, skill levels and most importantly, two player mode. The ball movement is perfect and uses a rather smart trapping technique. Graphically, it doesn't look much, but the animation is fluid and everything is bright and colourful. The game has a little way to go before it's finished, but this could be the game to challenge the Kick Off 2 crown. More news as we get it!

VERSION	DATE	PRICE
AMIGA	TBA	TBA



PREVIEW





HOOK

One of this year's biggest movies, Hook. This Spielberg spectacular didn't exactly take the American box office by storm, but it made a couple of quid nonetheless. Ocean's licensed game of the film is an icon driven adventure, not a million miles away from the style of Monkey Island. You play the part of Peter Pan as you search for your kidnapped children. Use the objects and people you find along the way to help you in your quest. As you can see, the graphics are gorgeous. The animation is looking slick but obvious comparisons will be made with Monkey Island. There are tons of problems and riddles to solve and hundreds of baddies to conquer. The final challenge will be a showdown with your arch enemy...Captain Hook!

VERSION	DATE	PRICE
AMIGA	TBA	£25.99

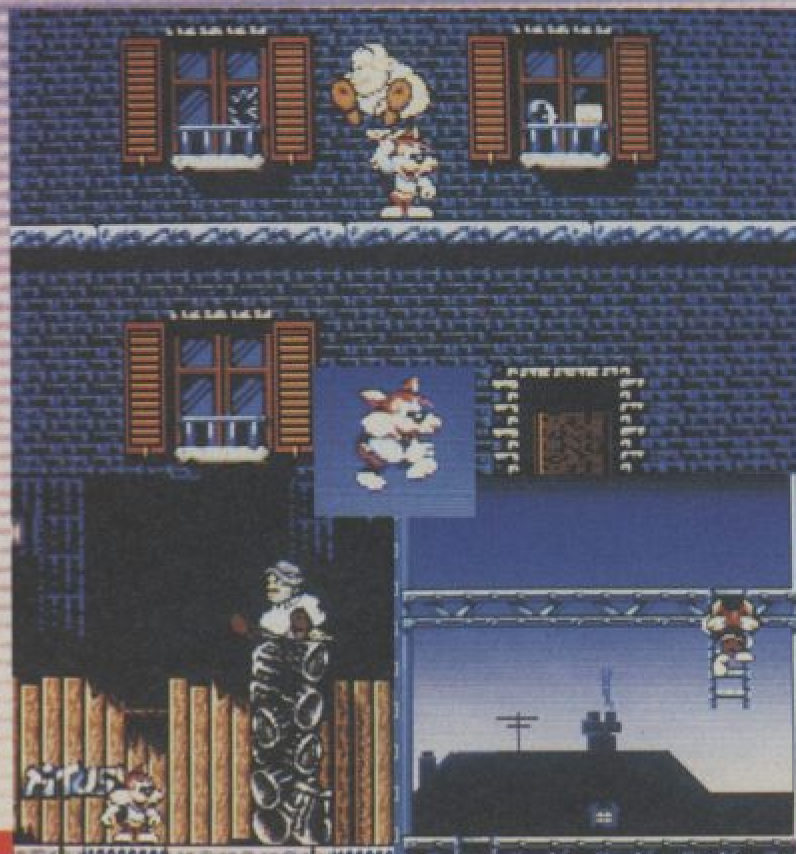




TITUS the FOX

Titus are famous for bringing out dead weird games, but this is an exception to that rule. Titus the Fox is a scrolling platform game, involving secret rooms, cute sprites and pixel perfect jumping. Nothing even remotely odd about that. You play the part of Titus the Fox, a sort of animated version of the Titus logo. This particular fox is on a quest to find his girlfriend. Apparently, she's been kidnapped by some Sheik and is being held against her will in a harem. It's up to you to rescue her from the fiendish clutches of the baddies in a quest that will take you from Paris to Marakesh and with any luck, back to Paris again. The platform action is strangely similar to their last release, Blues Bros. but with the speed and control method tweaked and definitely improved. There are two game speeds to choose from, one typically French and far too fast to see what's going on, the other, reasonable and indeed very playable. There are absolutely oodles of levels and they get bigger and harder (ooh, er) as you progress. You can pick up various objects (including some of the baddies) and use them as weapons and there are hidden rooms and secret levels galore. Check it out soon at a software parlour near you.

VERSION	DATE	PRICE
AMIGA	TBA	£25.99



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PREVIEW

JAGU



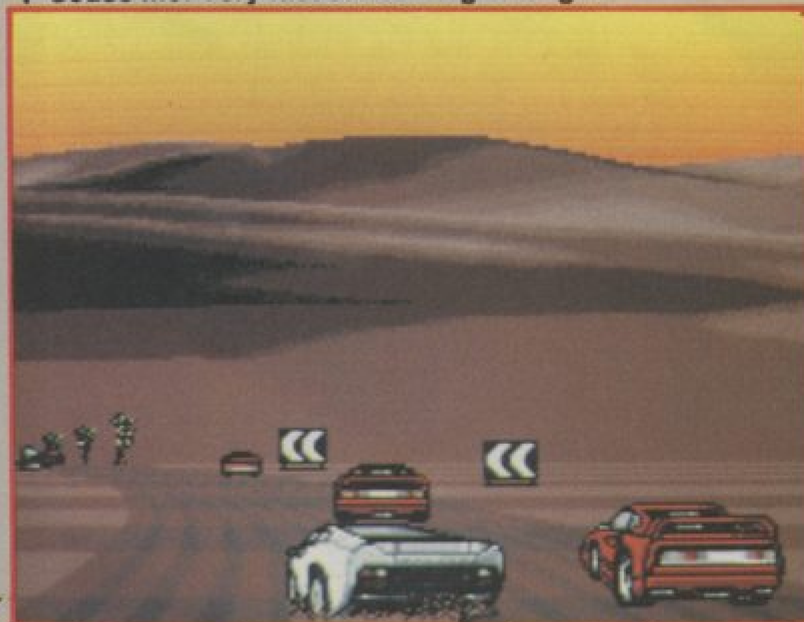


The creators of some of the Amiga's most recent hits, including heli-sim Thunderhawk and 3D role-gamer Heimdall, are shifting up a gear in production of what they hope to be as big a smash as their previous efforts. That shouldn't be a problem if the license is anything to go by - the boys at Core have grabbed the rights to the Jaguar car name! Well, what do you expect the galaxy's greatest games mag to do about that? Simple, we strap on our seat belts and go take a look - so here's PAUL RAND to tell you all about it!

Those F40's are like Reliant Robins compared to the ▼ 220 - tear 'em up.



▼ 'Scuse me! Very fast car coming through!

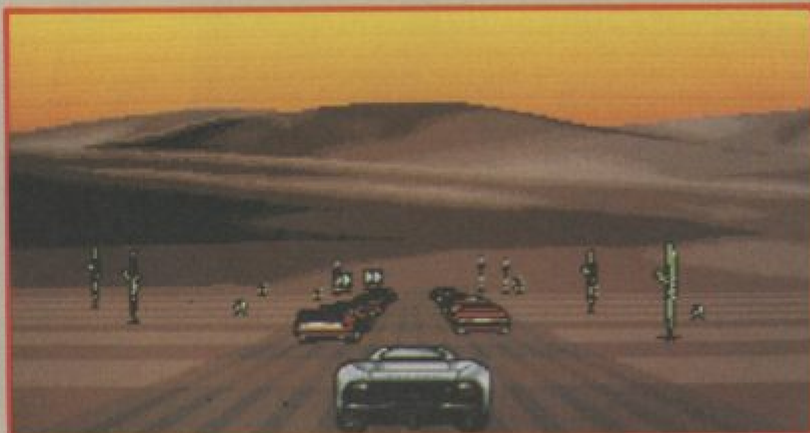






MARK THATCHER

First on the agenda is a round-the-world thrash in the fastest production car ever built - the futuristic Jaguar XJ220. With a top speed of (surprise surprise) 220mph, it's the murter every boy racer dreams of owning! And they can - so long as they have a spare £400,000 stuffed in their back pockets! Only 350 of these amazing automobiles have been made, so this game is highly probably the only chance you'll ever get of sitting behind the wheel, unless you're a spawny get with a rich Dad.

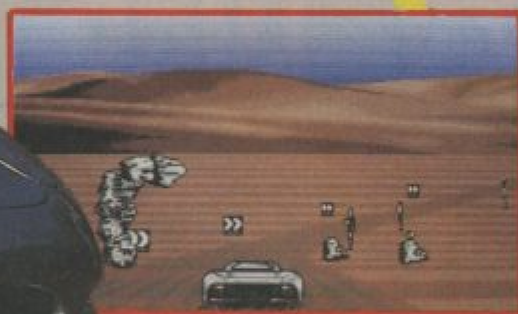


▲ Hmm; a nice channel to storm through.

UAR XJ220

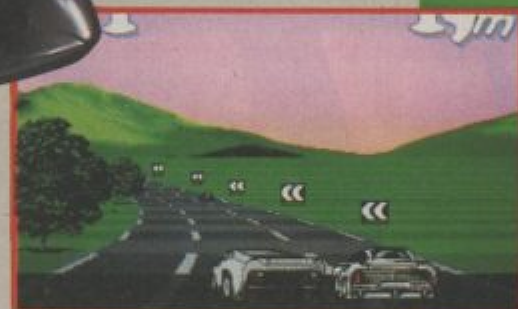
PREVIEW





▲ *What's that strange protrusion?*





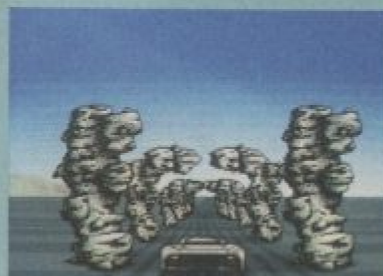
That Porsche 959 just can't do it. ▲

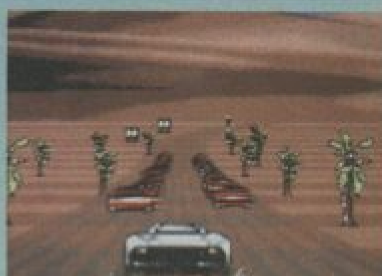


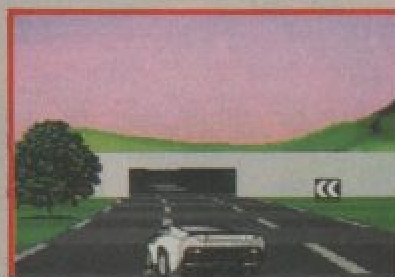
PRINCESS ANNE AND THE ENTIRE ROYAL FAMILY

Core are expecting big things to come from the Jaguar license - they're already working on a sequel based on the Jaguar Le Mans car along the lines of Microprose's Formula One Grand Prix! As for their first foray into the rip-roarin' arena of road racers, we'll be reviewing the finished article next month. Could Jaguar knock Lotus off its pedestal? Just wait and see!











JAGUAR XJ220
CORE

VERSION	DATE	PRICE
AMIGA	MAY	£ TBA

FRANK O'CONNOR

Featuring over thirty different courses, Jaguar XJ 220 has some stiff competition in the form of the current best driving game ever, Lotus Turbo Challenge 2. Core are taking the best parts from that HIT! and adding their own touches. Not only that, they're aiming to out-speed Gremlin's great - a tall order, we think you'll agree! From what we've seen though, they're doing a very good job - big road-side objects are in abundance and not at the expense of speed. In fact, the pre-production version we saw seemed, believe it or not, to be a tad faster that Lotus 2!

Thanks to Dean Coatsworth of Newcastle for this corking car pic!



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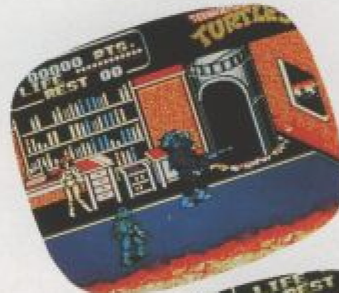
Lovely April O'Neil has been abducted once again by the repulsive Shredder and his Foot Clan. The Turtles take up the hunt. Sparks really begin to fly in eight action-packed areas of Manhattan!

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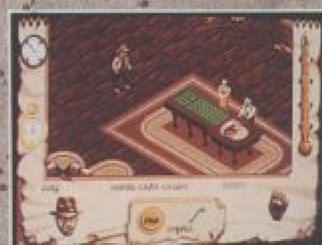
Distribution: Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park, Fareham Hants, PO 16 8XB

WHO CAN SAVE CIVILIZATION FROM THE MOST DESTRUCTIVE FORCE ON EARTH?

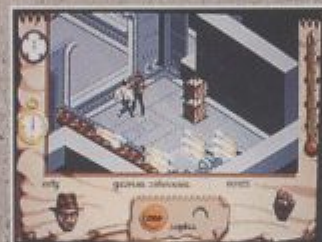
A few thousand years ago, Atlantis sank to the ocean floor. With it sank the secret of the most destructive force on earth. But the Nazis have rediscovered the lost Kingdom, and they'll soon have a bomb which can end World War II in fifteen minutes. Unless Indiana Jones gets in their way...

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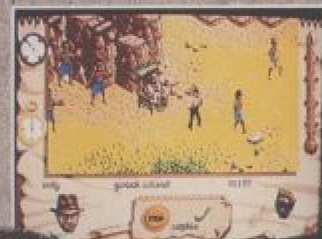


Break the bank in Monte Carlo - and buy a bundle of clues and weapons.



Borrow the keys to Adolf's submarine and take it for a ride.

Drop by the local watering hole for a friendly game of darts.



WHO ELSE?

INDIANA JONES™ and the FATE of ATLANTIS

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specifications.



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